

EXODUS

TRAVELER'S HANDBOOK



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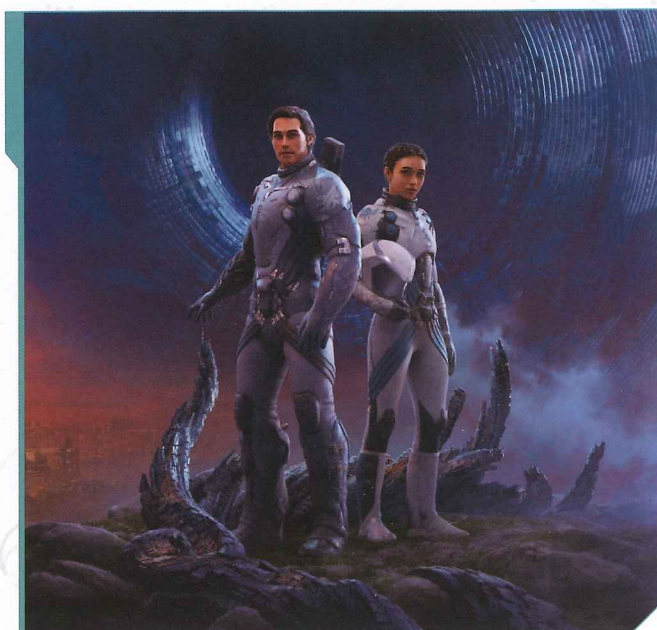
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EXODUS

/ˈeksədəs/

Noun. From Ancient Greek ἔξοδος.

1. A departure; literal or metaphorical.
2. A movement of people from one place to another.
3. A time-dilated interstellar journey during which the traveler experiences velocities approaching lightspeed. Popularized during the 23rd century mass exodus from Earth.
4. The exact moment of accelerated transit through the Gates of Heaven.



On the Cover

Special thanks to Marek Okon for sharing his unique vision for EXODUS by capturing the spirit of the Travelers fighting for humanity in our world.



Stay tuned to the latest reveals in the world of EXODUS by visiting ExodusGame.com to be one of the first to find out about the latest news as we share a deeper look at this world and its unique history.

TRAVELER'S HANDBOOK

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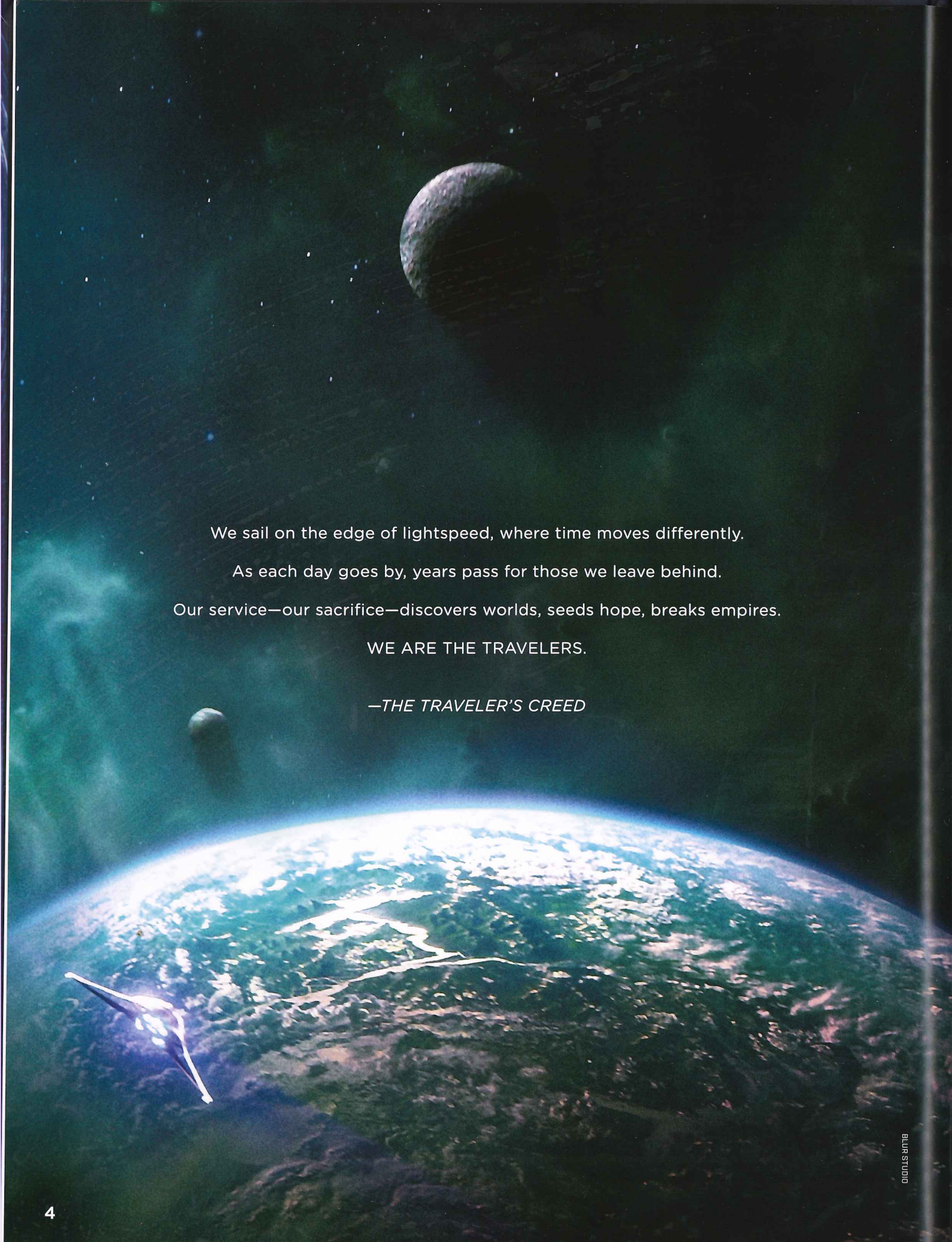
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We sail on the edge of lightspeed, where time moves differently.
As each day goes by, years pass for those we leave behind.
Our service—our sacrifice—discovers worlds, seeds hope, breaks empires.

WE ARE THE TRAVELERS.

—THE TRAVELER'S CREED

PREFACE



By the time I joined the team to help create the *Baldur's Gate* franchise, I had dedicated years to crafting adventures for DUNGEONS & DRAGONS. As an avid dungeon master, I was deeply immersed in the D&D universe, and cooperative storytelling—a hallmark of the game—became a core principle in all my projects. I believe that games should be experiences shaped by the players, rather than just stories told to them.

Recently, I took a break from video games to collaborate with Jesse Sky on a roleplaying book that reignited my passion for tabletop gaming. This experience reaffirmed my commitment to staying grounded in creating new tabletop experiences, regardless of where my career may lead.

When I returned to video game development and began working on EXODUS, I knew a tabletop component would enrich the franchise. I gathered the game's stunning concept art and collaborated with talented writers like Peter F. Hamilton and Adrian Tchaikovsky. Initially, we used these materials as design guides to help our development team embrace the dynamic world we were building together. Eventually, we decided to produce three tabletop books: the *Traveler's Handbook* (this book!), the *Exodus Encyclopedia*, and the adventure setting, *Chronicles of Melayu*.

I'm excited to see how you, the players and game masters, explore and weave your own amazing tales in the EXODUS universe. Like other beloved tabletop RPGs, EXODUS offers a rich and varied setting filled with incredible locations and countless mysteries ripe for storytelling.

To all the Travelers out there—enjoy the journey!

—James Ohlen

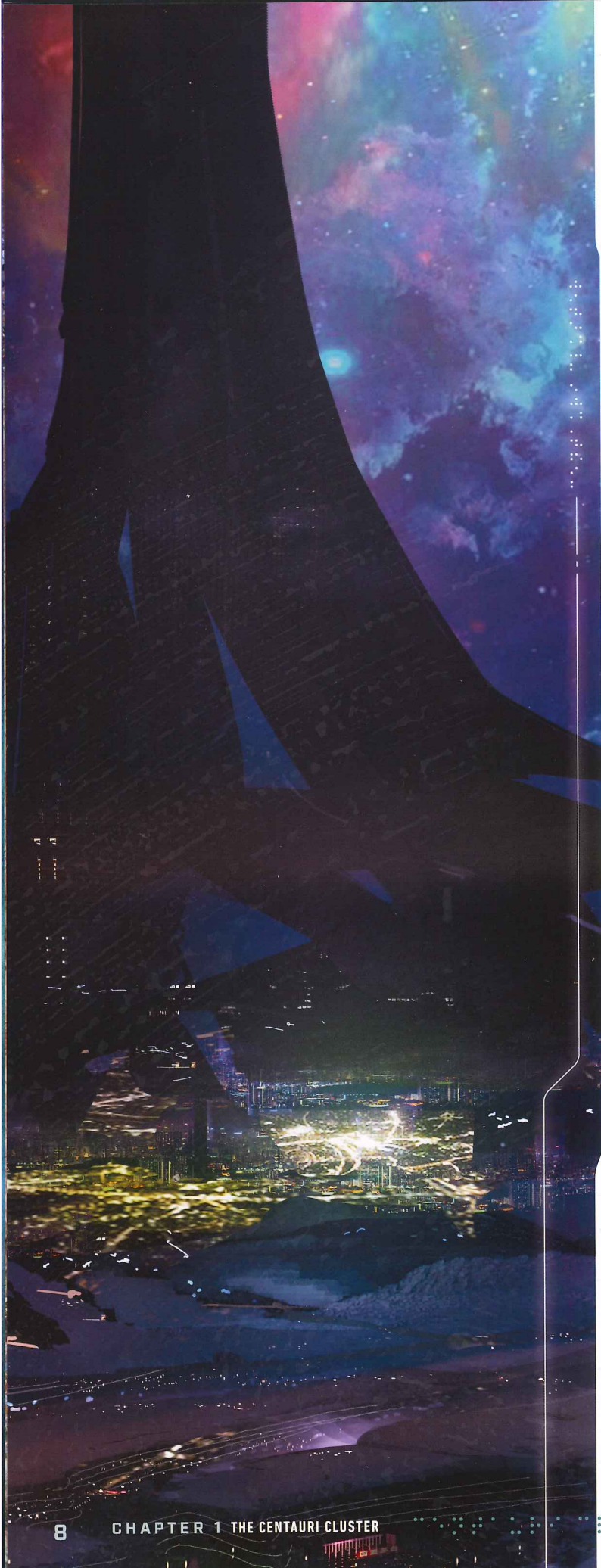






THE CENTAURI CLUSTER

Before us, there was Earth. Remember where
you came from. Remember why we left.



OMEGA CENTAURI (NGC 5139) IS THE CENTER OF the known universe. It is a globular cluster located over 15,000 light-years from Earth, and colonized by humans in approximately 18,000 AD.

COMPOSITION AND HABITABILITY

Centauri contains over ten million stars, most of which are very ancient. Although low metallicity is predicted for globular clusters of this size and age, Centauri was discovered to have millions of rocky, resource-rich terrestrial bodies. A small fraction of these were habitable planets. These so-called “Eden worlds” laid the foundation for the original colonies. Centauri is the only cluster in the galaxy known to have such a large number of habitable worlds. This may be a consequence of its extra-galactic origin.

DISTANCES AND POPULATION

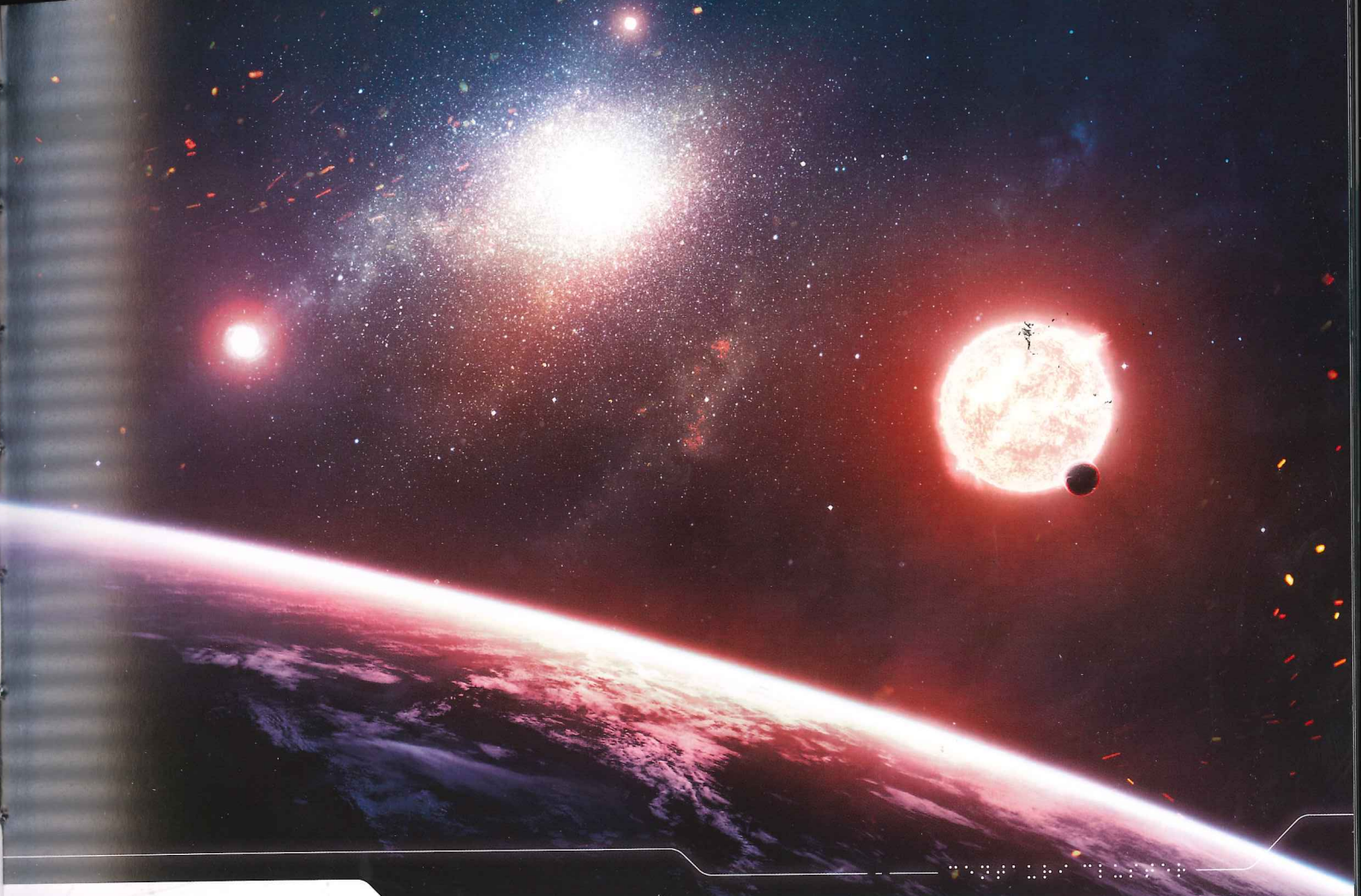
Colonized star systems in Centauri are less than 1 light-year apart on average, but travel between civilized star systems can often take years. The entire star cluster measures 150 light-years across, and it has a circumference of roughly 500 light-years. Traveling from one end of the Cluster to another can take centuries. The core of the Cluster is sparsely populated due to intense radiation and unpredictable gravitation; the Cluster’s halo is the most densely populated region.

THE CELESTIALS

Every inhabitant of the Cluster is descended from human colonists. However, after twenty-five thousand years of contentious warfare and accelerated evolution, there are no actual humans remaining in the Cluster. They have been replaced by genetic descendants—a diverse range of futuristic transhuman species who are collectively known as the Celestials.

CIVILIZATION AND CULTURE

There are thousands of Celestial cultures scattered across the Cluster. The vast distances between star systems mean that these cultures develop in isolated pockets, and they communicate with one another infrequently. Every species is fragmented into countless diverse cultures. Together, these cultures comprise a volatile, cluster-spanning civilization.



THE GATES AND THE PATHWAYS

The “Gates of Heaven” are mass transportation devices that connect every civilized star system, creating a vast network of infrastructure that allows for the free exchange of people, goods, and information across Centauri. These interstellar connections are referred to as the “pathways,” and access to the pathways is considered to be vital to participation in the Cluster’s grand civilization.

THE ELOHIM AND THE LAW

Watching over the Cluster are the mysterious Elohim: hyper-advanced beings that terraformed countless worlds and created the technology that makes interstellar civilization possible. The Elohim have codified a broad set of civilizing laws that all cultures are expected to follow. Adhering to the Laws of the Elohim is the only way to ensure continued access to the pathways.

HUMANS AND LOST ARKSHIPS

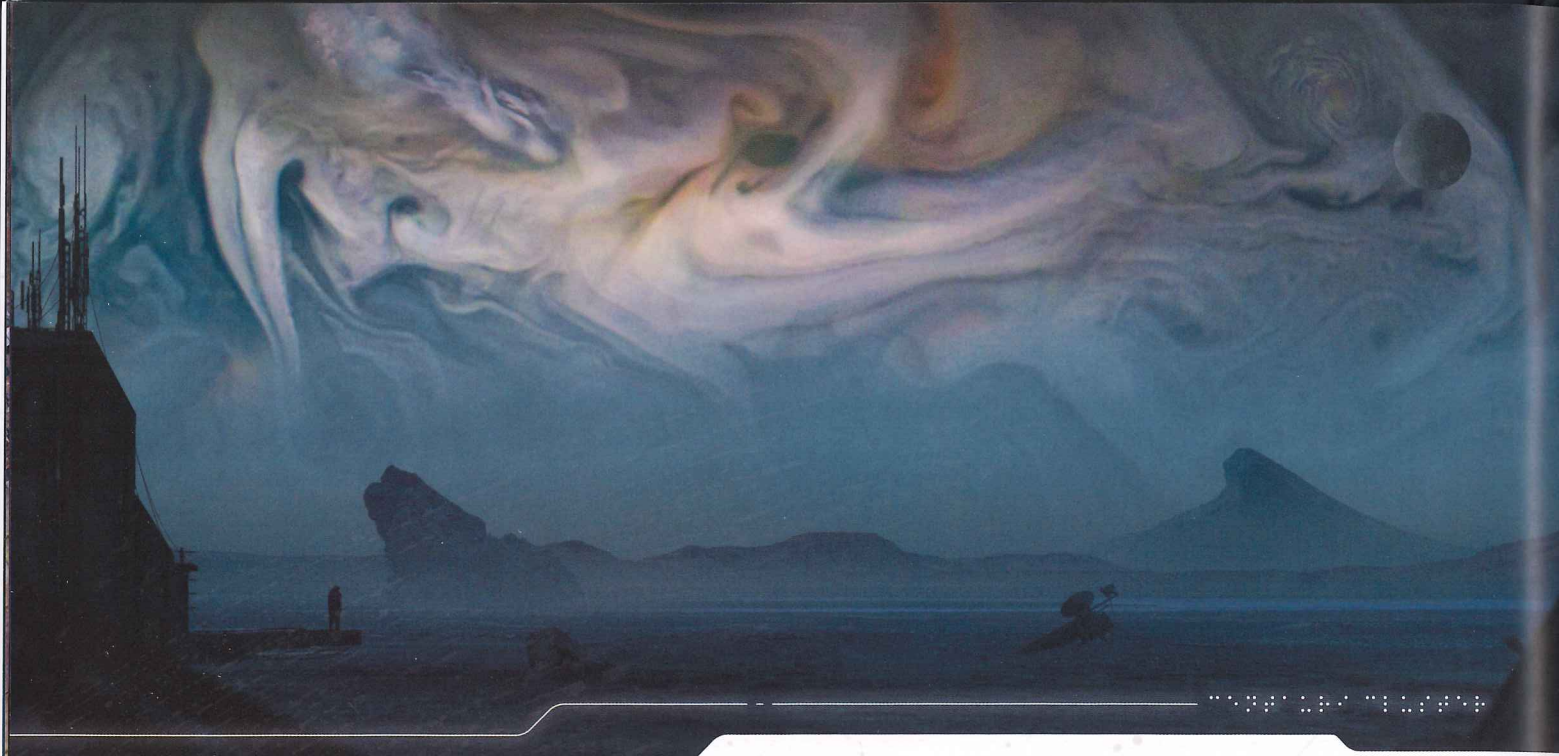
Lost arkships from the 23rd century have only just begun to arrive in Centauri, carrying humans who are just a few generations removed from Earth. These humans use familiar technology, including conventional guns, cars, rockets, and mobile phones. As a general rule, they have not yet gained access to the pathways.

THE UNBREAKABLE RULE

There is a single rule that can never be broken:
Einstein’s Theory of Relativity.

There is no such thing as faster-than-light (FTL) travel or communication. Starships can reach very high fractions of lightspeed, but they can never reach the absolute speed of light. Communication between star systems takes years due to the resulting time lag.

This rule can’t be broken by any means. It can’t be cheated with wormholes, quantum entanglement, Alcubierre warp drives, telepathy, or any other form of technology or magic.



TIME DILATION

As a direct consequence of general relativity, ships that travel near the speed of light (c) are subject to the effects of time dilation. This means that while traveling aboard a starship at relativistic speeds, your clock runs slower than the clocks of observers who are at rest. For example, if you travel 6 light-years at $0.999999c$ (T6), then 6 calendar years will pass on the planet that you departed from, but only 3 days will pass for you aboard the ship. If you then turn around and return home, you will only have experienced 6 total days of travel, while 12 total years will have passed for everyone you left behind.

Time dilation has broad consequences for storytelling and worldbuilding in this universe. Any time a character travels between star systems, the effects of time dilation must be considered.

LORENTZ FACTOR

The Time Passage table describes the extent to which time is compressed at various fractions of lightspeed.

Lightspeed Thresholds

The threshold number corresponds to the number of nines after the decimal point in the fraction of light-speed, e.g. "Threshold 5 or T5" is a convenient notation for describing a ship traveling at $0.99999c$.

Time Passage Per Day Traveled

The right-most column of the Time Passage table describes the amount of time that passes for the rest of the universe for each day spent traveling at the listed fraction of lightspeed.

TIME PASSAGE >>>>

THRESHOLD	SPEED OF TRAVELER	LORENTZ FACTOR	TIME PASSAGE PER DAY TRAVELED
T1	$0.9c$	2.29	2 days
T2	$0.99c$	7.09	7 days
T3	$0.999c$	22.37	22 days
T4	$0.9999c$	70.71	70 days
T5	$0.99999c$	223.61	223 days
T6	$0.999999c$	707.11	2 years
T7	$0.9999999c$	2236.07	6 years
T8	$0.99999999c$	7071.07	19 years
T9	$0.999999999c$	22360.68	60 years

TIMELINE OF THE CENTAURI CLUSTER

Stories set in the Centauri Cluster take place in one of several eras that give definition to the broader relationship between humans and Celestials.

~2,200 AD: EXODUS

The habitability of Earth is rapidly failing. Humans construct a fleet of arkships and depart the solar system to search for a new home among the stars.

~18,000 AD: DAWN ERA

Human arkships begin to colonize the Centauri Cluster. A "Green Worlds" signal is broadcast to the rest of the galaxy in order to summon the ark fleet.

~24,000 AD: REMNANT ERA

Centauri's early history is marked by the violent rise and fall of interstellar empires. With the aid of genetic engineering, the citizens of these constantly warring cultures rapidly change and evolve.

Over thousands of years, the descendants of the original colonists splinter into dozens of divergent species. Collectively, these transhuman beings call themselves "Celestials". As various Celestial factions expand and

vie for dominance over the Centauri Cluster, entire star systems are transformed into factories that generate trillions of weapons and war machines.

~30,000 AD: CRUCIBLE ERA

The Elohim construct the Gates of Heaven, putting an end to an era of interstellar warfare and heralding an age of exploration and trade. The Elohim eventually recede from the galactic stage. New Celestial Empires rise to fill the void, expanding their territory and influence through diplomacy, trade, and military might.

~41,500 AD: PRESENT ERA

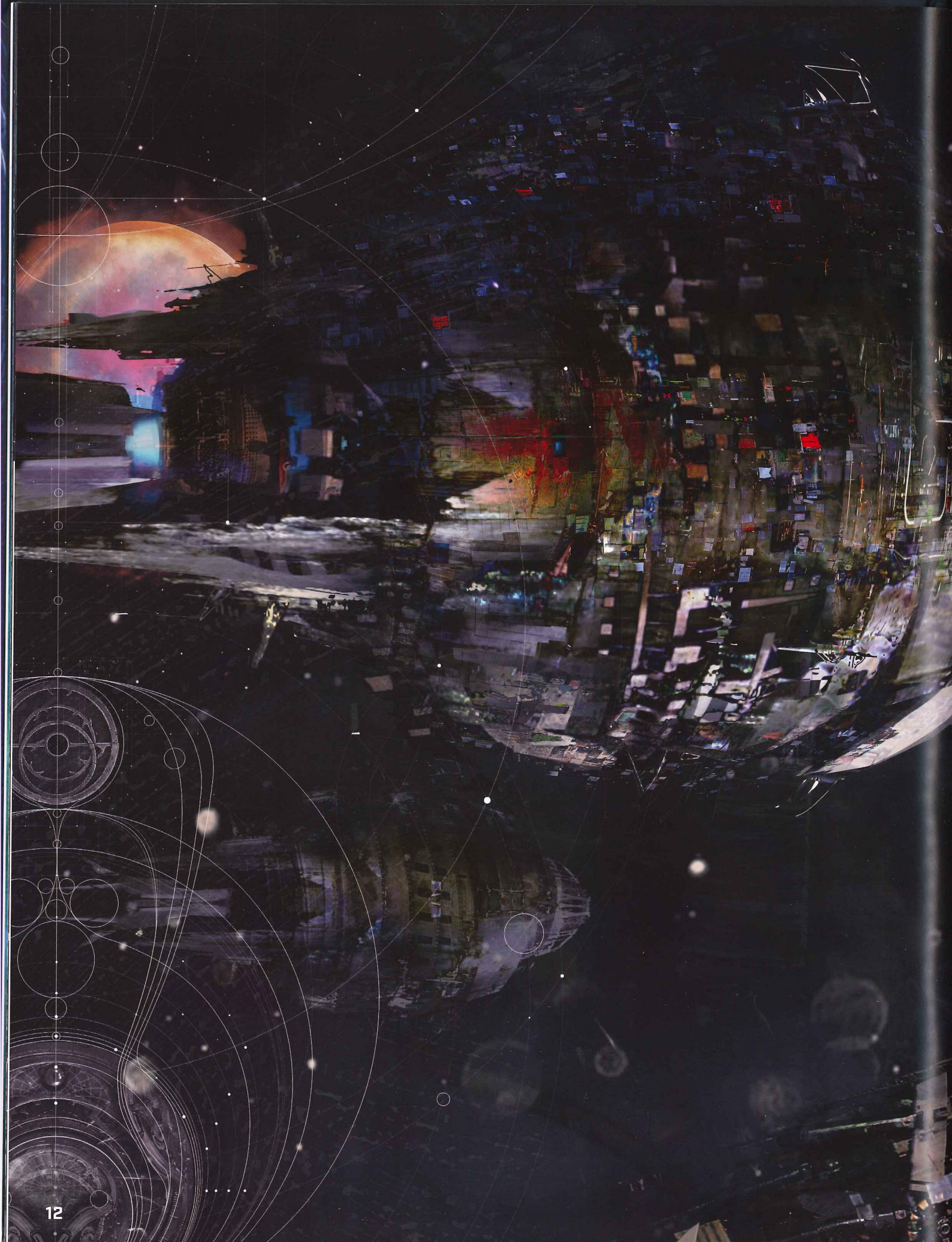
Celestials expand across the Centauri Cluster, creating countless new cultures, but their civilization stagnates alongside their technological advancement. Coincidental with this slow decline, more human arkships from the Exodus arrive to the Cluster in staggered waves, summoned by the Green Worlds signal broadcast in the Dawn Era.

These newly arrived humans struggle to find their place in a universe where their species is little more than a fading memory. They mostly survive as scavengers, desperately bootstrapping their colony worlds by stealing technology and trying to evade the attention of the Celestial Dominions.

Your adventures begin during this, the Present Era.

JULIAN CALLE







CHAPTER 2

FACTIONS OF THE CLUSTER

FACTIONS OF THE CLUSTER

Our arrival in the Centauri Cluster didn't exactly go as planned. You need to understand why.





>>>> **NUMEROUS FACTIONS HAVE EXPLORED,** colonized, transformed, and waged war across the Cluster.

THE ELOHIM

The Elohim are best understood as an epoch-spanning civilizing force in Centauri.

Some theorize that they are a hyper-advanced civilization that dates back to the Remnant Era. However, their motivations are impossible to know. Even the highest archons of the Dominions can only guess.

BUILDERS OF THE PATHWAYS

The Elohim are primarily known as the builders of the Elohim Pathways and the Gates of Heaven. This interstellar transportation network is immensely complex and beyond the abilities of even the Dominions to build or maintain. Automated Elohim starships continue to expand the network and repair its infrastructure. Studies into the nature of Elohim technology have yielded very little usable data. Their starships are more like sculptures than machines; they can't be reverse-engineered.

ARCHITECTS OF CIVILIZATION

The Elohim are thought to be responsible for capturing countless rogue planets and moving them into stable orbits in Centauri starting in the Remnant Era. By creating thousands of habitable worlds, the Elohim transformed the Cluster into a veritable Garden of Eden in an otherwise empty galaxy.

THE LAWS OF THE ELOHIM

The Two Laws set forth by the Elohim are widely known throughout the Cluster. These laws were introduced during the Crucible Era, with the advent of the Gates. In addition to these two, there are rumors of secret laws that have only been revealed to the highest archons of certain Dominions.

The Two Laws state:

- Gates shall not be obstructed.
- Remnants shall not be activated.

The Law of the Gates ensures that the pathways can't be blockaded; in other words, no single Dominion can monopolize interstellar travel. This law is also believed to specifically forbid the entropy drive technology that powered the original arkships from Earth, which have a damaging effect on the pathways. The Law of the Remnants ensures that forbidden technologies from the distant past remain unearthed; in other words, history must not be repeated by resurrecting ancient terrors.

Adherence to the Laws of the Elohim is the only way to ensure a civilization's continued access to the Gates. Losing access to the Gates is a death sentence for an interstellar civilization.

THE ORIGINS OF THE ELOHIM

The origins and existential truths of the Elohim are shrouded in mystery. There are myths and legends of ancient encounters with god-like beings, but these stories seem to be apocryphal at best. Despite the ethereal nature of the Elohim, most of the Dominions venerate them—or at the very least fear their power. They are believed to be near-omniscient, and their influence throughout history has been exerted in strange, subtle, and sometimes whimsical ways.

But who are they, and what do they want? One hypothesis is that the Elohim aren't merely the builders of the Gates of Heaven—they are the Gates of Heaven. While true artificial intelligence seems out of reach for most civilizations, the Elohim may have sidestepped this problem by finding a way to convert their organic intelligence into something grander. In effect, the Elohim are the manifestation of a colossal mind, which slowly expands in size and intelligence over time. However, such a theory is nigh impossible to prove, and the true nature of the Elohim will likely remain a puzzle.

CASE STUDY: IMPERIAL CELESTIALS

Primarily found within the Crown Dominion, Imperial Celestials are humanoids, typically 6 to 8 feet tall, with a neural induction pad centered in the palm of their hands. There are two sexes, male and female, with males of the species being marsupials. Imperial Celestials are heavily modified from original humans to facilitate so-called consciousness immortality.

The first phase of this is called a "personality copy," and this copy ensures the child will have the same thought processes and behavioral patterns as their same-gender parent. The second phase is enacted when the adult imprints their memories onto one of their offspring, thus adding a direct mindline lineage to a direct bloodline. Memory imprinting can only occur with an offspring that was given the basic personality pattern during spawning. When the imprint is finished the parent dies, allowing uninterrupted continuity of personality.

The same process is carried out with males. However, female Imperial Celestials often use a different mate for each spawn, giving themselves the widest genetic options when selecting a new host body. So, while females can have hundreds of offspring, males tend to have considerably fewer since they undertake the primary caretaker role of children.

02 01

CELESTIALS

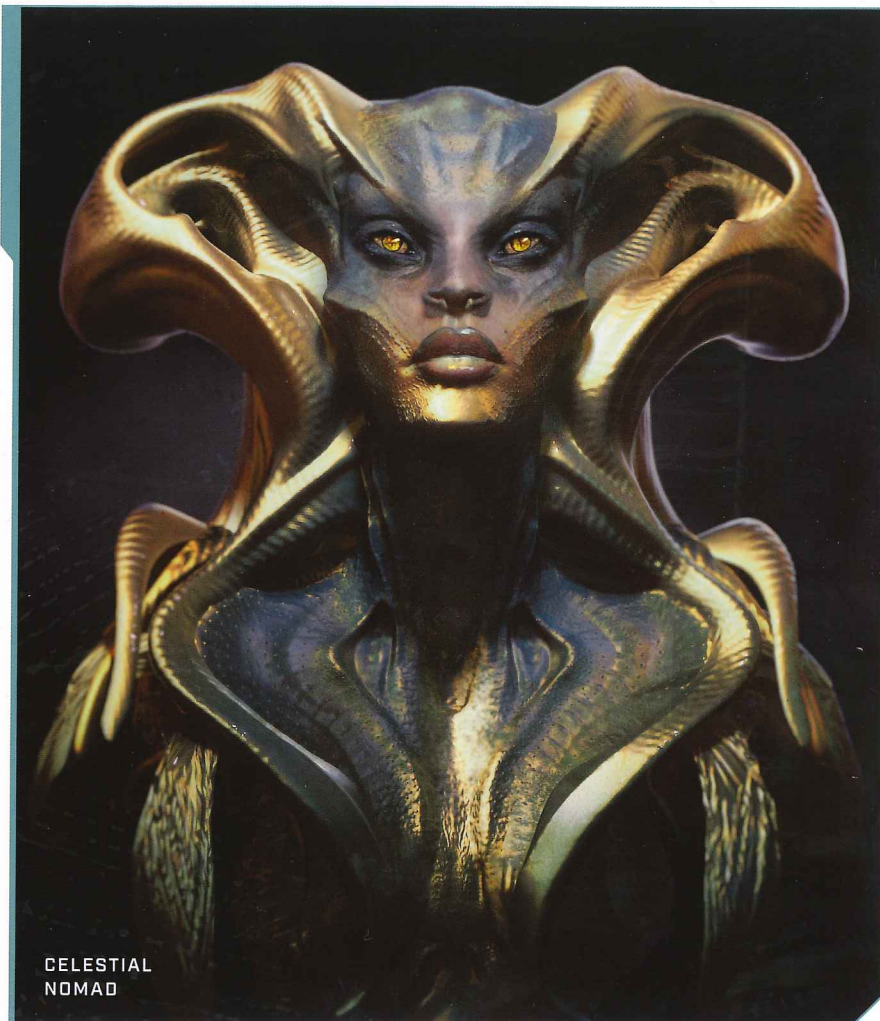
Celestials are the genetic descendants of humans. Over thousands of years, their biology has been dramatically altered by a combination of guided evolution, genetic engineering, and integrated biotech. They are essentially transhuman and have been fragmented into myriad sub-species.

CELESTIAL CULTURES AND SPECIES

Celestials are extremely diverse and aren't thought of as one people; in fact, they are split into countless species, cultures, and factions which are divided by thousands of years of historical conflict and residual enmity. "Celestial" is simply a catch-all term invented by humans.

Celestials are categorized into higher and lower castes. High-caste cultures occupy most positions of power within Dominions, and they spend much of their lives traveling the pathways. Low-caste cultures are typically anchored to a single world or star system. Conflicts between Celestial castes are more common than conflicts between species.

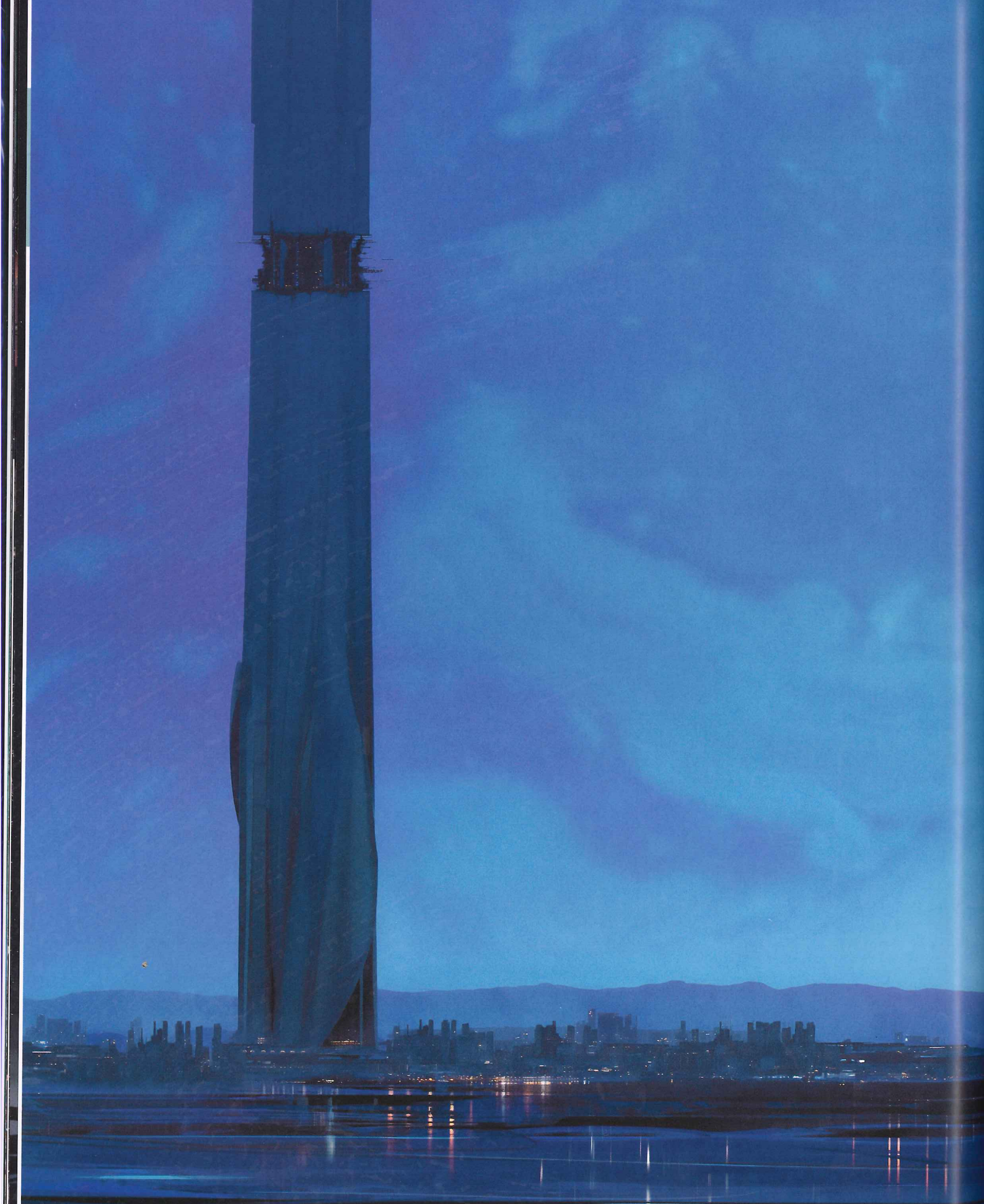
However, there are certain species of Celestials that are numerous and widespread enough to be categorized into a single xenological diaspora. These groups have an outsized influence on how Celestials are perceived by humans, since they are most frequently encountered among their kind.

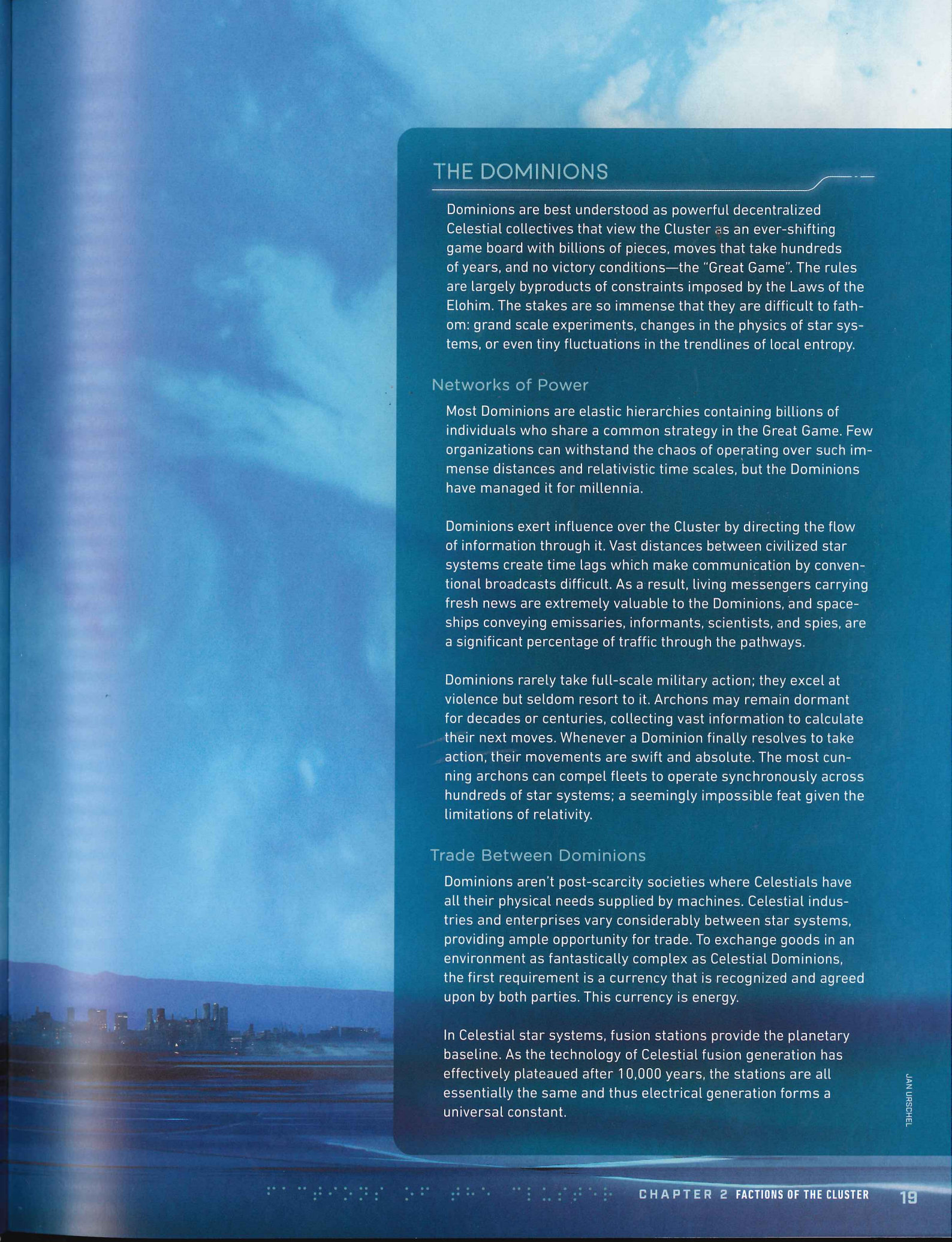


CELESTIAL
NOMAD

AARON SIMS CREATIVE







THE DOMINIONS

Dominions are best understood as powerful decentralized Celestial collectives that view the Cluster as an ever-shifting game board with billions of pieces, moves that take hundreds of years, and no victory conditions—the “Great Game”. The rules are largely byproducts of constraints imposed by the Laws of the Elohim. The stakes are so immense that they are difficult to fathom: grand scale experiments, changes in the physics of star systems, or even tiny fluctuations in the trendlines of local entropy.

Networks of Power

Most Dominions are elastic hierarchies containing billions of individuals who share a common strategy in the Great Game. Few organizations can withstand the chaos of operating over such immense distances and relativistic time scales, but the Dominions have managed it for millennia.

Dominions exert influence over the Cluster by directing the flow of information through it. Vast distances between civilized star systems create time lags which make communication by conventional broadcasts difficult. As a result, living messengers carrying fresh news are extremely valuable to the Dominions, and spaceships conveying emissaries, informants, scientists, and spies, are a significant percentage of traffic through the pathways.

Dominions rarely take full-scale military action; they excel at violence but seldom resort to it. Archons may remain dormant for decades or centuries, collecting vast information to calculate their next moves. Whenever a Dominion finally resolves to take action, their movements are swift and absolute. The most cunning archons can compel fleets to operate synchronously across hundreds of star systems; a seemingly impossible feat given the limitations of relativity.

Trade Between Dominions

Dominions aren't post-scarcity societies where Celestials have all their physical needs supplied by machines. Celestial industries and enterprises vary considerably between star systems, providing ample opportunity for trade. To exchange goods in an environment as fantastically complex as Celestial Dominions, the first requirement is a currency that is recognized and agreed upon by both parties. This currency is energy.

In Celestial star systems, fusion stations provide the planetary baseline. As the technology of Celestial fusion generation has effectively plateaued after 10,000 years, the stations are all essentially the same and thus electrical generation forms a universal constant.



DOMINION CASE STUDIES

The following descriptions are excerpts from human accounts of the Dominions.



CASE STUDY: THE MARA YAMA

The boundless expanses of space boast beauty and danger in equal spades. The fledgling space-faring explorer will be delighted by the sight of alien Celestial architecture, untouched worlds full of bizarre and colorful fauna, and by the dazzling light of swirling nebulas and ancient stars. But where there is light there is also darkness, and while the intricacies of moral philosophy are subject to debate, some things can only be described as pure evil.

Speak to any seasoned Traveler or experienced cargo pilot and you are likely to hear at least one high-stakes tale of terror involving the Mara Yama. The young and cocky will regale you with accounts of near death and daring escape, the more knowing admit to a suspicion that they only got away because these most monstrous of Celestials allowed them to—for what purpose or form of amusement, they can only guess.

Very little is known about the origins of Mara Yama. It is rumored that they were once humanoid Celestials from somewhere near the Poseidon Nebula. There is nothing to confirm or discredit this, but it has been a very long time since the Mara Yama were anything approaching human. Intense genetic manipulation, cosmic radiation, and thousands of years spent in a micro-gravity environment have given the Mara Yama a variety of shockingly diverse and morbid forms.

02 02

MARA YAMA BASE FORM

While traveling in their massive ships and citadels—which Mara Yama spend most of their time doing—their bones and limbs degenerate. They become pudgy torsos with squat, sunken heads, long hands attached to short, flexible wrists, and fins instead of feet. Their bones and hearts become so weak under micro-gravity conditions that they must rely on flight boards to travel even small distances within their ships. Despite the objective horridness of their most typical form, Mara Yama live incredibly long lives thanks to their advanced biogenetic techniques and disregard for scientific ethics.

02 03



MARA YAMA WARRIOR FORM

Should a Mara Yama feel the need to slake their bloodlust firsthand, they can trigger a regeneration process which allows them to regrow their limbs and enlarge their hearts to be able to handle standard gravity. This process can take several months, and the Mara Yama meticulously plan ground raids decades in advance to accommodate it. A Mara Yama's warrior form might include enhanced muscle structure, nerve-reflexes, and purely cosmetic alterations such as horns and even hooves. The most advanced among them can also control their adrenal glands and pheromonic production, creating adrenaline surges that heighten their reflexes, or release targeted pheromones that inspire gut-wrenching terror in their victims.

02 04



CASE STUDY: THE CROWN DOMINION

The Crown stars are the heart of the Crown Dominion; six stars within an area 15 light-years across. The five regional capitolis are connected via Gates of Heaven, forming a circular link. They are also linked directly to Kelowan, the capital system. The Crown Dominion was settled by the Imperial Celestials at the start of the Crucible Era. Imperial Celestials are organized into Houses, with the head of the house, always female, effectively the same person who originally founded it due to mindline immortality.

Each of the five Great Houses is ruled by a Royal House, each house, headed by a Queen. The high caste of the Houses has existed since the Crown Dominion was settled, thousands of years ago. For them, maintaining the mindline is as important as maintaining the bloodline was to ancient Earth's aristocracy. In effect, the Queen of today is the same person who was first anointed. Preservation of the direct (pure) lineage is the single most important imperative of a Royal House.

Each of the Queens from the five Crown Stars take turns ascending the Imperial Throne of Kelowan for sixty years. By tradition, this time must be spent in the same body. This is why the Queen's body selection is always meticulous. Illness will cut short her period of supreme rule. The five Queens have overseen a long period of stability within the Crown Dominion. The Houses compete against each other for control, influence, and wealth by way of frequent skirmishes via their many proxies but avoid outright war. The Crown Dominion is seen as a perfect example of Celestial civilization's stagnation: expansion is slow but constant, and nothing new is accomplished or even wanted.

02 05

BUJEAULT, A CROWN
DOMINION WORLD



CHANGELINGS

Over thousands of years, genetic engineering has resulted in a wide variety of intelligent humanoid species that appear bizarre and alien to humans. These so-called “changelings” were often crafted by Celestial civilizations to perform specialized tasks in strange and hostile environments.

ENGINEERED WARRIORS

Many Changeling species were designed for warfare. Although bio-engineered weapons can't be manufactured at the same scale as the creations of the Remnant Era, they have one definitive advantage: they are intelligent enough to plan and execute complex strategies during the long absences of their Celestial commanders, who may spend decades or centuries traveling between war fronts.

There is a catch, however, because of their sentience, Changelings aren't perfectly obedient to their creators. Most must be coerced into service, and in the thousands of years since their creation, many have fled to form their own isolated societies far from the eyes of the Dominions.

GENETIC EXPERIMENTS

Some Changeling species are the result of unrestrained genetic experimentation. These species were crafted by Celestial bioengineers in the way that sculptors create works of art. Presumably, they were motivated by some idea, such as enhanced survivability on frozen or toxic worlds, but in many cases, that idea has been forgotten, leaving the species to question the purpose of its existence.

CHANGELING CASE STUDIES

Travelers have encountered a variety of odd Changelings in their journeys.

CASE STUDY: ITINKASI

“Overseers” is the unfond nickname many humans give these changelings. Itinkasi are humanoid, long-bodied and long-limbed so that if they stood straight, they'd be tall. Physically they lack the leverage of a human when striking or throwing but are formidable when allowed to grapple or strangle. They are not bred to be fighters, however. They are bred to interact with humans.

Itinkasi brains and senses are powerfully keyed to pick up linguistic, facial and social cues. They are born as blank slates, and grow to full size and capability in the same time it takes a human infant to start walking. An Itinkasi that has never met a human before can pick up a language after a few hours of listening and be speaking back quite clearly by the end of the day. In that time, they'll also have assimilated body language, tone and subtext.

The Itinkasi are called overseers because most of the time their Celestial masters want the humans within their domain to do something, on the basis that if humans are going to be somewhere they may as well make themselves useful. Itinkasi are seldom interested in the why of it, just in ensuring that the tasks get done. Where the resident humans refuse the Celestial requests, then more Itinkasi usually turn up accompanied by more martial Changelings, or some other display of Celestial power. They enjoy that kind of thing, as far as anyone can tell.

02 06



PABLO MUNOZ

CASE STUDY: REXXANA

These Changelings date back to the earliest days of the Centauri Cluster. They were originally conceived as a construction workforce. A male REXXANA has a low IQ, conducive to following simple instructions and operating basic tools, but not to reading, writing, or understanding underlying principles. A typical REXXANA is 4 feet tall. Their arms are slightly longer than their legs and their elbow joints have two forearms. The lower forearm has hands with long fingers, and a trigger socket on the palm side of the wrist. Trigger sockets are one of the first applications of neural induction—a concept later perfected by the Imperial Celestials for mindline inheritance. Trigger sockets allow REXXANA to hold a drill or welder and control it mentally through the interface. The upper forearm is a short stump, ending in a fleshy bulb (with a trigger socket in the center), giving a mushroom-shaped profile. Heavier tools are designed to clamp onto the bulb.

The REXXANA gradually became obsolete for their intended construction jobs as Celestial technology improved and automation took over. Because of their large numbers and agility, some Dominions began to use them as expendable first-wave soldiers. Their upper forearms were ideal for heavy weapons, and they could also hold carbines in their hands, allowing them to carry and fire four guns simultaneously.

The development of superior ghost troops eventually rendered the REXXANA obsolete even for this task. Celestial enterprises discarded their REXXANA stock. They now survive as wilderness outcasts on Remnant worlds, where inbreeding deteriorates their genetic stock.

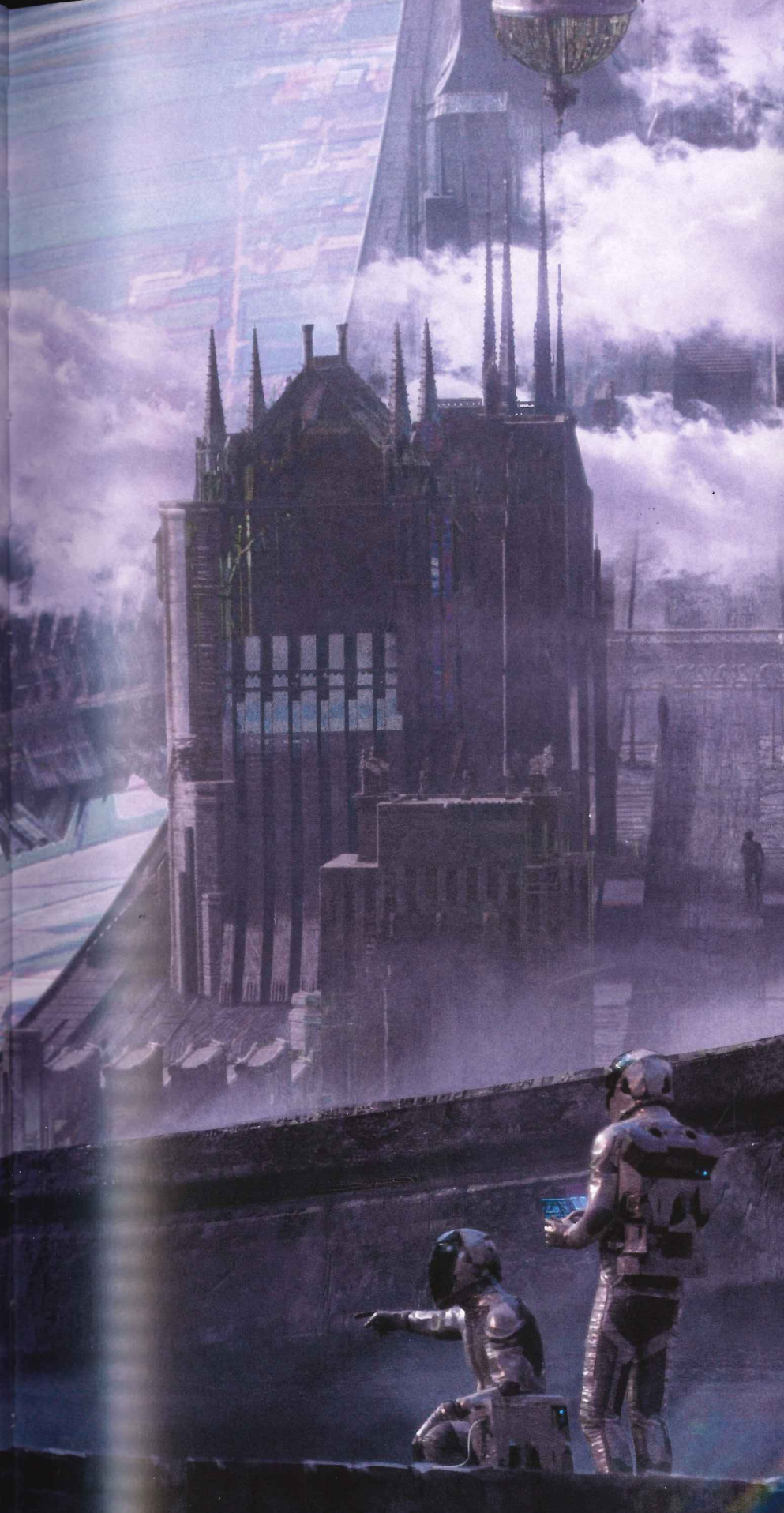




REMNANTS

Centauri is littered with the scraps of the ancient wars that tore the Cluster apart during the Remnant Era.

These Remnants include mysterious starships, weapons platforms, legions of androids, abandoned experiments, derelict space stations, forgotten mega-structures, and more. Remnant worlds are planets dominated by such things. Some of these worlds are home to long-forgotten Changelings. Others are graveyard worlds—the husks of planets consumed by dead civilizations.



VALUABLE SALVAGE

The Elohim forbid disturbing the peace of Remnant worlds. Therefore, though such places are filled with troves of salvageable technology and lost treasures, they are generally avoided by Celestials. There are exceptions, of course. The punishment for breaking the Law is lost access to the pathways; those willing to risk such loss have no qualms plundering these ancient worlds.

DANGEROUS FOR HUMANS

Remnants are among the primary dangers that threaten humans in Centauri, in much the same way that pollution on Earth threatens indigenous wildlife. We don't have the technology or freedom of movement that empowers Celestials to cope with these dangers. Our survival as a species may depend on our ability to adapt to the existence of Remnants so that we can safely navigate the Cluster.

CONSTRUCT INTELLIGENCE

True artificial intelligence doesn't exist. However, constructs—machines with simulated intelligence programmed for a wide variety of tasks and services—are quite common across the Cluster. Constructs range from humanoid-looking androids that serve as household staff, or fill mundane but necessary roles in society, to a wide variety of highly specialized machines, such as military constructs or medical robots. Remnant military constructs are referred to as “ghosts”.

SERGE SARICHEV

REMNANT CASE STUDIES

Remnants appear in many places throughout the Cluster, varying as widely as the cultures that created them.



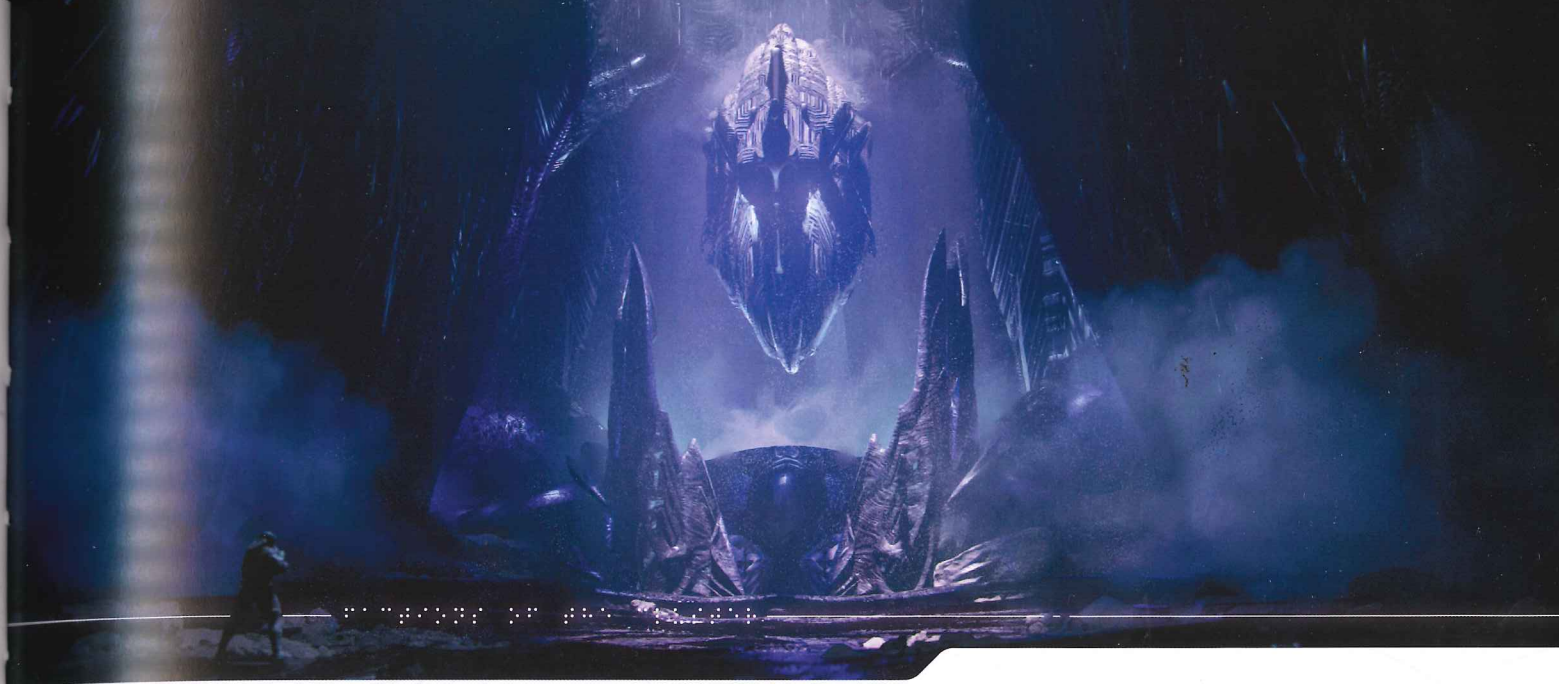
CASE STUDY: GHOSTS

Most civilized worlds throughout the Cluster are haunted by armies of humanoid constructs left over from ancient wars. These android soldiers are called "ghosts," and they were mass manufactured by the trillions during the Remnant Era. Their primary purpose was to invade and occupy conquered worlds.

Ghosts aren't sentient—they aren't capable of complex thought, and they aren't self-aware—but they behave like human soldiers in combat. They can follow simple orders and answer simple questions. In

personal combat, they are quite formidable. They can adapt their tactics to counter enemy advantages, organizing into coordinated squads or even battalions.

Celestials still commonly employ ghosts as soldiers. They were so prevalent during the Remnant and Crucible Eras that they can still be found just about anywhere in the Cluster. Being fusion-powered and built from corrosion-resistant alloys, they can lie dormant for thousands of years and reactivate with little more than minor software glitches and mechanical stutters.



CASE STUDY: PERDITOR

In the Cluster, habitable planets are incredibly rare and cherished. The Elohim strictly prohibit the Dominions from developing technologies that could harm these worlds. However, during the Crucible Era, the Angelicus created Relativistic Perditors—80-foot-long weapons capable of obliterating entire planets. Launched from light-years away, they accelerate to 0.99 lightspeed using advanced AI, making detection and defense impossible. Upon impact, they release immense energy, creating craters that expose molten cores, causing devastation far beyond the dinosaur extinction event on Earth. No sane Traveler would dare unleash a perditor, yet decades or even millennia later, remnants may still be on course, posing an unseen threat to unsuspecting worlds. The legacy of these weapons lingers, haunting the Cluster's future.

CASE STUDY: ARCHIMEDES ENGINE

Archimedes Engines are among the most advanced and largest constructs in the Cluster, measuring 15 miles in diameter. These saucer-shaped engines, powered by degenerate antimatter, are designed to move planets, with their core consisting of ultra-high-energy machinery. Their hollow structure allows them to float in a gas giant's atmosphere. Dozens are needed to move terrestrial planets, while over a thousand are required for gas giants. Linked by quintessence lines to an orbiting engine, they facilitate massive momentum transfers, enabling planets to accelerate into interstellar space or settle into tighter orbits. Humans lack the technology to handle degenerate antimatter, making it a potential super bomb if containment fails.

CASE STUDY: PROTO-MATTER

Proto-Matter is an exceptionally rare substance that looks like a blob of milky gas, though solid—it fools the human eye every time. Its structure still isn't understood and it's unclear whether it is subatomic particles or a frozen wave function. It seems to be simultaneously both and neither. Proto-Matter is always contained inside 15-foot cubical frames, held at the cube's center.

Humans call these hyper-Neumann cubes. Any item placed into the white blob is replicated. Stand underneath it and push a screwdriver into it, the surface will allow it to be absorbed slowly, and two identical screwdrivers will emerge from the surface directly opposite from where the original went in. Duplication goes much further than facsimile. Duplicates are perfect at the atomic level. Each time duplication occurs, the mass of the Proto-Matter is reduced by the mass of the duplicated object.

Anything can be duplicated, from entire machines off all complexities, to artwork or forbidden Remnant weapons and even living things. A mouse was once duplicated by the first hyper-Neumann cube discovered by humans, but further creatures haven't been replicated, since the waste is too great.

Hyper-Neumann cubes are considered priceless, an ultimate find for Travelers. The downside is that all the cubes are discards from whatever civilization produced them, dregs too small to have further use for the original owners. The largest single source of Proto-Matter ever discovered by Travelers measured 8 inches across. The assumption is that cubical frames begin containing a sphere of Proto-Matter almost completely filling the cube.

Every duplicated object is constructed from Proto-Matter reformed into a physical structure, so the amount of Proto-Matter is reduced each time it's used for duplication. Nobody understands what it is, so it can't be manufactured. Travelers mainly use it for duplicating other rare Remnant artifacts or, on occasions, for vaccines, if a planet is suffering a devastating pandemic.

CASE STUDY: LOGOS

The Logos is a powerful artifact created to allow the Elohim to communicate with and advise lesser civilizations. Some claim the Logos is simply an interactive encyclopedia of Elohim knowledge, but others speculate that it is more complex: a carefully constrained virtual intelligence imbued with the Elohim's greatest secrets and discoveries.

In either case, the Logos effectively jumpstarts any technological research by providing new knowledge and advanced scientific analysis that catapults societies forward in leaps and bounds. Even the technology of the most powerful existing Celestial Dominions benefit from this guidance. For less developed cultures—such as human worlds—the potential scientific advancement is virtually unlimited.

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SERGEI MUSIN

A TRAVELER APPROACHES
PROTO-MATTER.



CASE STUDY: LIDON

Generally disregarded and ignored by the neighboring Dominions, Lidon was repopulated two hundred years ago by humans who arrived in the region on several of the lost arks. The Celestials have allowed these newcomers to colonize Lidon with minimal interference, and the human settlers have built a society that mirrors the one they left behind on Earth atop the ruins of the grand civilization that preceded them.

Lidon is controlled by several independent human states. In addition to the typical human conflicts over land, fuel, and other mundane resources, the human states also fight to lay claim to any bits and pieces of advanced technology left behind by the Celestials that once ruled here. Military salvage teams often enter dangerous, uninhabitable regions of the world to scour the crumbling Celestial ruins in the hopes of finding relics, weapons, or other tech that will give them an advantage over their rivals.

The Celestial presence on Lidon is minimal. A few individuals live on vast estates, separated by high walls and advanced security systems from the humans scrabbling around the surface. These Celestials tend to be scientists conducting mysterious research or eccentric loners who choose to dwell on a human-controlled world for reasons not fully understood.

TECHNOLOGICAL ADVANCEMENT

While minor elements of Celestial technology have been successfully integrated into human worlds, the scientific knowledge and expertise of the colonists is generally rooted in the late 22nd century. Civilians use mobile phones and drive cars, trucks, and motorcycles. Public transportation consists mostly of buses, trains, and subways, while air travel is regulated and run primarily by large companies and governments. Constructs, such as android servants or specialized robots and drones, are typically reserved for the wealthiest regions and individuals.

HUMAN SPACE TRAVEL

Space travel is extremely rare for the average human. Most colony worlds spend the first hundred years building out the surface infrastructure on their planet. When they finally turn their eye to space, it's primarily to build infrastructure to support the exploitation of resources on local moons and worlds to help sustain the established cities on the planetary surface.

Occasional visits from interstellar Celestial cruisers passing through the system can offer limited opportunities for humans to leave their homeworlds as passengers, but the expense is high, the journeys long, and the schedules unpredictable. Humans who travel as passengers on a Celestial vessel must understand decades will typically pass before they can ever return home.

Ships capable of using the Gates of Heaven—the only effective method of journeying to other star

systems—require specialized materials and technology that are expensive and difficult to obtain. As such, the limited interstellar travel that exists on human worlds is tightly controlled by local governments. However, a handful of adventurous and industrious souls—called Travelers—have found ways to buy, build, or steal their own private vessels capable of using the Gates. Many Travelers are effectively outlaws operating on the fringes of society.

THE AWAKENED

In the 22nd century, humans on Earth used rudimentary genetic engineering to enhance the intelligence of many of the planet's native fauna, creating what are now known as "Awakened" animal species.

By this point, it had become clear that true artificial intelligence couldn't be achieved with circuitry and software due to the hard limitations of material physics. On the other hand, biologists were just starting to understand the raw computational potential of the human brain. It was not possible to improve upon evolution with regard to human intelligence, but through gene splicing, it was possible to share that intelligence with a variety of near-sapient animal species.

AWAKENED BEAR

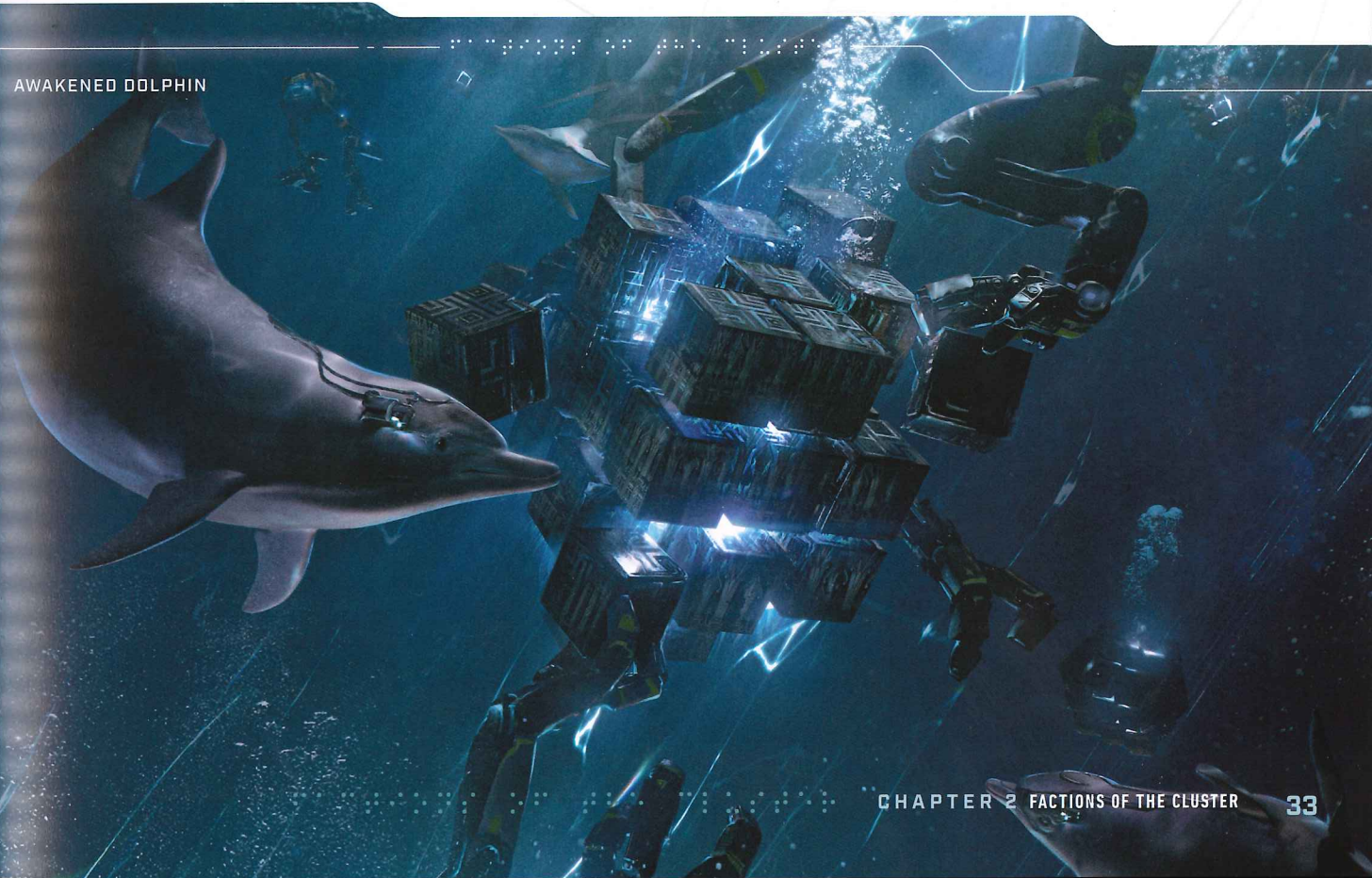


DANIEL HAHN

Awakened animals possess intellect and self-awareness comparable to the average human. They live alongside humans as friends, family, and respected citizens, and they are generally accorded the same basic rights. Most lack the capacity for speech, but they are capable of nonverbal communication (NVC). Some are equipped with technology that translates NVCs into computer generated speech.

Awakened animals are an indispensable pillar of human civilization, serving specialized functions in society in exchange for payment and legal protection. For example, Awakened boars aid police officers with investigative work, while Awakened wolves

AWAKENED DOLPHIN



EXAMPLES OF AWAKENED SPECIES ✓

Here are some examples of Awakened animals on human colony worlds:

- Ravens serving as scouts, informants, and messengers.
- Boars serving as farmhands, food critics, and forensic detectives.
- Bears and wolves serving as first responders, bodyguards, and park rangers.
- Dolphins serving as marine shepherds, seabed salvagers, and lifeguards.

assist with emergency search and rescue. Such creatures may freely choose where to live and work, but like humans, few choose to defy the roles defined for them, seeking instead to make the best use of their abilities out of economic self-interest.

Certain Awakened species are more autonomous than others. For example, Awakened elephants often choose to live as nomadic merchants, traveling between human cities as pawn brokers and antiques dealers. Awakened octopods make their homes in the ocean colonies, occasionally rising to assist humans with deep-water construction projects in exchange for coral reef protection.

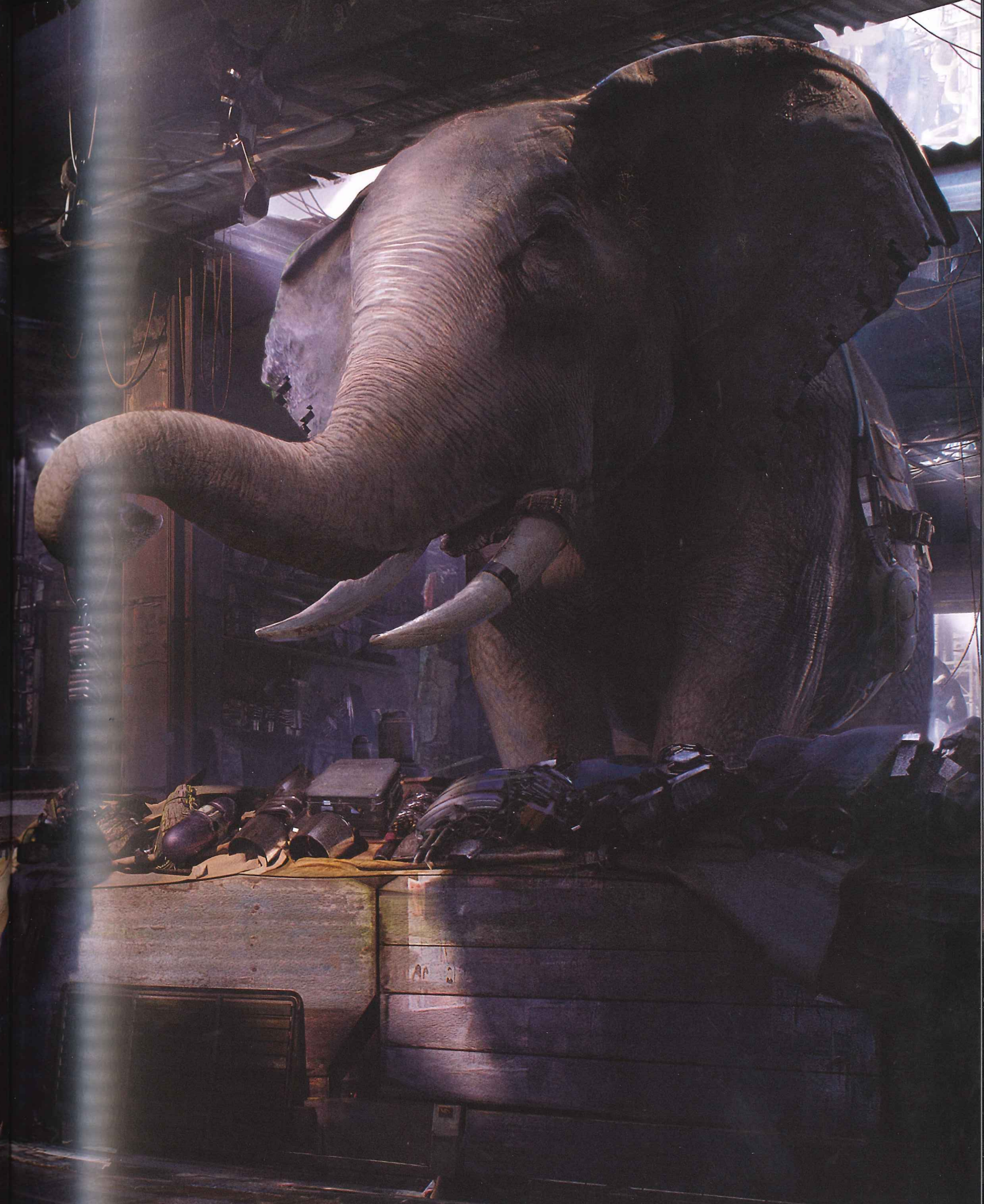
The advent of Awakened animal species gave rise to a new ecological balance, as biomes that would otherwise be polluted or neglected by humans were now safeguarded by native species with political leverage. It also heralded a dramatic reduction in the consumption of slaughterhouse meat, which had in any case become an impractical delicacy compared to more cost effective lab-grown tissue from protein farms.

During the Dawn Era, Awakened animals were carried aboard human arkships in embryonic form and seeded throughout the Cluster on thousands of habitable worlds. Most of these first Awakened settlers were transformed or destroyed during the devastating conflicts of the Remnant Era. The few packs of Awakened animals that survived this period retreated into isolated societies, evading the attention of the Dominions. Celestials generally regard the Awakened as ancient, failed experiments—obsolete zoological curiosities, much like humans.

The friendship between humans and Awakened animals has long been taken for granted, but in the hostile and alien climate of the Cluster, this kinship sometimes takes on a borderline spiritual significance.

AN AWAKENED ELEPHANT
SELLS A VARIETY OF SALVAGE.







THE PERILS OF PROGRESS

Centauri is littered with the wreckage of countless dead civilizations to be studied and analyzed, giving us clues into the deep history of the Cluster. Some believe that by collecting these fragments of the ancient past, we can take the first steps toward developing a nascent interstellar civilization to rival the Dominions. But recovering such items is a dangerous business. Centauri's ruins are home to extreme environments and unimaginable threats—and to disturb them is forbidden by the Laws of the Elohim.

That's where us Travelers come in.

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THE TRAVELER'S ORGANIZATION

Although the Travelers purport to serve humanity, they are in effect a loose alliance of “gentleman thieves”. All members in good standing are professionals who seek to advance the cause of their homeworlds, but most join up in search of wealth and glory. The veterans who populate the top level of the organization champion many competing philosophies for how they should use their resources. Some are strictly self-interested; others are philanthropic.

Just about every human homeworld has its own local chapter of the Travelers. Chapters are typically insular and autonomous, but Travelers from other worlds occasionally make guest appearances at convocations, bearing news from distant star systems. Although initiates may harbor romantic notions of the Travelers as a pan-human enterprise, in reality each chapter is suspicious of the others, and cooperation between chapters is rare except when mutual benefit can be assured.

MISSIONS AND OBJECTIVES

Traveler crews specialize in infiltrating the most dangerous places in the Cluster to extract lost technologies, ancient secrets, and other high value items. This includes breaking into Celestial fortresses, investigating forbidden Remnant worlds, and charting paths into unfamiliar sectors dominated by strange astrophysical phenomena.

Few would volunteer for such missions, but the pay is very handsome. This is because nearly every mission comes with a catch—a two-week interstellar heist can mean ten years gone back home. Some initiates wash out of the profession early, retiring after just a few lucrative jobs. But those who truly belong among the stars learn to cope with the cost. This is called “cutting the anchor”.

LIVING WITH TIME DILATION

Owing to the inevitability of time dilation, Travelers are united by their alienation from the rest of the humans on their homeworld. In many ways, they exist outside of time.

Convocations

Because of the isolating effects of distance and time dilation, chapters of the Travelers swiftly become “out of sync” with one another. Even two chapters that trace their origins to the same founder may diverge wildly in practices and beliefs as centuries pass by. For some Travelers, this is considered a strength, not a weakness—diversity and debate allow the Travelers to adapt and evolve—though others strive for tighter organization and encourage regular gatherings.

Each chapter of the Travelers typically abides by a synchronized calendar, with members meeting at regular intervals every 25 years on their world of origin. These meetings are called “convocations,” and they primarily serve to organize the chapter’s activities, ensuring that each crew has a unique set of targets. With so much time at stake, none can afford to compete—or to return from a mission empty handed.

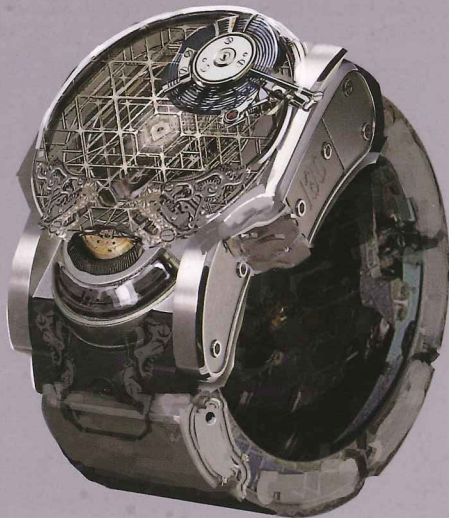
Constellations

There are several Traveler customs that have stood the test of time and distance. Foremost among them is the “Constellation”—both a symbol of membership and a vital tool for preserving each Traveler’s lifetime of discovery. Specifics differ depending on available resources, but upon initiation a Traveler begins a genetic tattoo—a late-Earth technology that allows a wearer to reveal or hide inked sections of skin with a simple flex of muscle. The tattoo is expanded to map out every star system that the Traveler visits during their lifetime, and it serves as a symbol of their experience and dedication.

Constellations aren’t easily noticed when the ink is concealed, even by Celestial technology. Because of this, Travelers often encode vast amounts of travel data in the genetic ink itself. A veteran Traveler carrying extensive charts of new and intriguing worlds sometimes bequeaths their body to the successors who follow in their footsteps.

CONSTELLATION TATTOO





Most Travelers wear a peculiar style of watch called a “Lorentz timepiece”. These are expensive and sophisticated devices that include mechanical accelerometers that are sensitive to relativistic effects, allowing the wearer to keep track of their time-dilated age and to display the divergent date-time of their homeworld while traveling. To account for drifts in accuracy, Travelers synchronize their watches at every convocation.

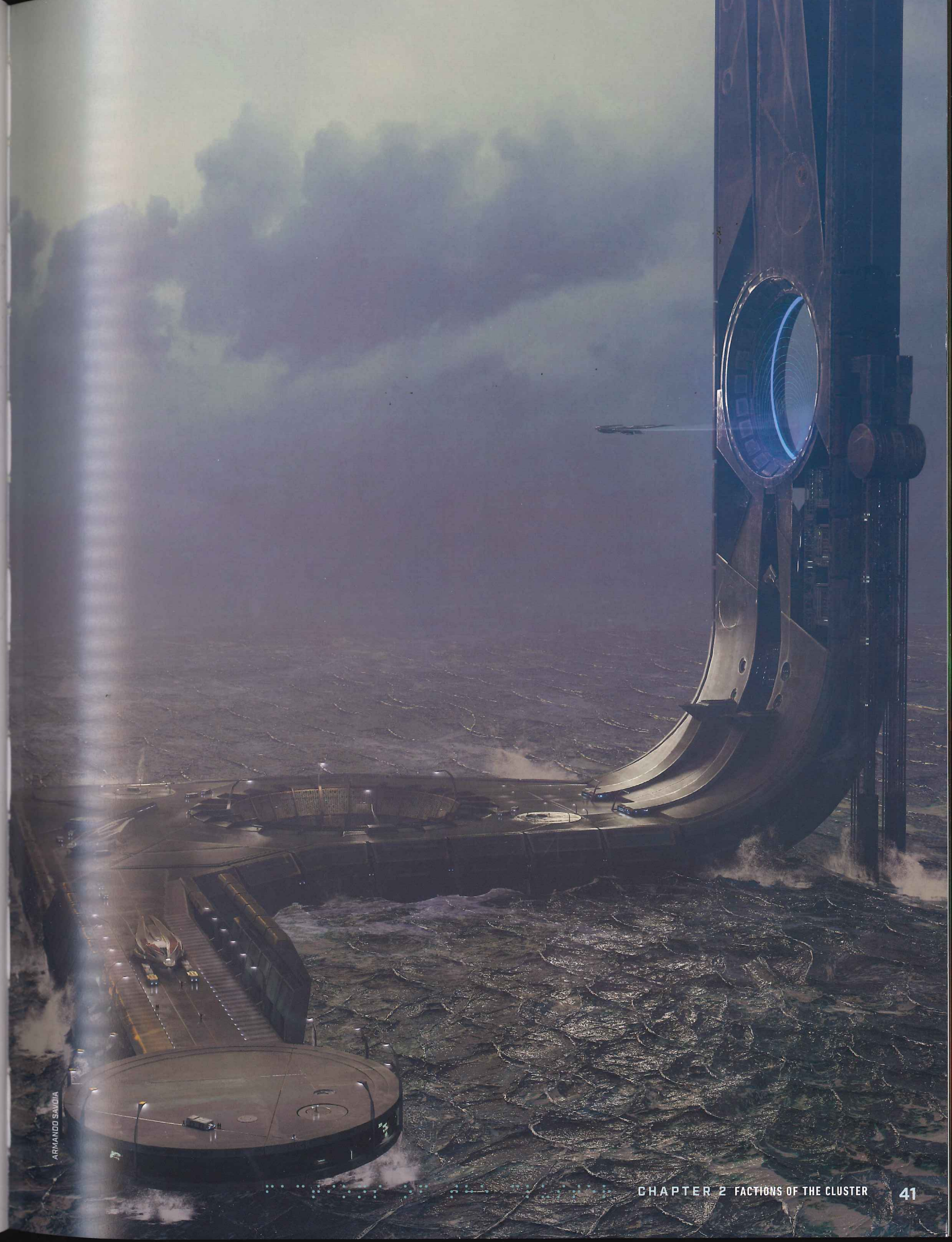
TRAVELER DYNASTIES

It's notable that many of the most veteran Travelers are still quite young. Humans have only existed in the Cluster for a few hundred years, and although some chapters have existed since the arrival of the first arkships of the Present Era, their charter members have aged only a few decades since the founding. Paradoxically, the organization itself is still young and volatile, but many of its member Dynasties are centuries old, boasting hundreds of members and wards across several generations.

Example Dynasties are provided in chapter 9.

Those who join the Dynasty through birth, adoption, or marriage are called "wards".

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CHAPTER 3

WHO ARE YOU?

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Here, we are the underdogs,
fighting our final battle for survival.

>>>> AS A PLAYER, YOUR WINDOW INTO THE EXODUS SCIENCE FICTION universe is the character you create.

YOU ARE HUMAN

Your character begins as a human refugee descended from the passengers who arrived via the arkships that left Earth.

Because of time dilation and cryo-sleep, you are only one or two generations removed from Earth itself, even though tens of thousands of years have passed since your Exodus began. You are still very much human ... and the Celestials look down on you with derision and scorn.

But your people aren't helpless. Because of their unique genetics, some humans can bond with ancient alien technology scattered across the Cluster, unlocking incredible power and capabilities. These technological artifacts are collected by Traveler Dynasties and called Treasury Remnants.

A VALUABLE REMNANT IS STUDIED.



YOU ARE A TRAVELER

A secret society called the Travelers has risen among humanity to forge their place in the Cluster. Searching all the systems of the Centauri Cluster, Travelers seek out extraordinary individuals to join their cause. Operating in the shadows, they pluck potential recruits from backwater worlds and set them free to seek their destiny among the stars.

The typical story of a Traveler looks like this:

- A group of explorers and adventurers make names for themselves on a world recently colonized by humans. They dream of exploring the stars.
- Soon these explorers are noticed by the Travelers and recruited.
- Each new Traveler assumes a specialized role known as a "class".
- Travelers embark on interstellar journeys to new worlds to find valuable Remnants to add to the Dynasty's treasury or to break apart to research new technologies.
- When Travelers return to their origin world decades or even centuries later, they find that world changed. Remnant technology might have made society unrecognizable; friends and family might be much older or even dead.
- Travelers continue to embark on interstellar journeys. The career of a Traveler might last for centuries or even millennia in relative time.



YOU ARE A PLAYER

Roleplaying games are about storytelling in fantastic worlds that may draw from mythology, fantasy novels, superhero comics, or epic science fiction adventures. It shares elements with games of make-believe from childhood and is driven by imagination. The EXODUS RPG allows players to experience an epic science fiction universe where the adventures are reminiscent of classic stories ranging from daring space operas to hard science fiction.

Exploring the universe involves many dangers as the setting of EXODUS is tens of thousands of years old and Travelers are relatively new to it. Hundreds of civilizations have risen and fallen, leaving behind haunted starships, post-apocalyptic cities, and exotic worlds in orbit around dangerous black holes and neutron stars. Discovering these places allows Travelers to learn more about their universe and find the tools and technology that will allow them to explore further into the stars. But it also puts them into conflict with dangerous alien predators, antagonistic empires, and deadly bounty hunters and assassins hired to punish those who have trespassed where they shouldn't have.

One player takes on the role of the Game Master (GM), the game's lead storyteller and referee. The GM creates adventures for the players, who control characters with special abilities, equipment, and weapons. These characters navigate the adventure's hazards and decide which paths to explore. The game has no real end; when one story or mission wraps up, another begins, creating an ongoing story called a campaign. Many people who play the game keep their campaigns going for months or years, meeting with their friends every week or so to pick up the story where they left off. The characters grow in might as the campaign continues. Each enemy defeated, each mission completed, and each technology recovered not only adds to the continuing story, but also earns the explorer new capabilities.

This increase in power is reflected by how a Traveler's Constellation tattoo expands and is known as "Constellation Levels".

EXAMPLE MISSION

At the start, the Game Master tells the players a story of an exotic Remnant world. The Travelers know that the world is dangerous, but the Remnants that might be found could help the players' characters and their homeworld. Knowing their travels may take them away for many years, the players have their characters visit friends and family to prepare for their absence.

The characters then travel through a Gate and depart on an Exodus to the Remnant world. When they arrive, they explore the treacherous landscape, decipher ancient secrets, and fight several ghosts and an enclave of overly protective Changelings. Eventually they find a powerful Remnant artifact and make a hasty retreat.

Upon returning to their homeworld, owing to the effects of time dilation, they find that while only days passed for them on that other world, a decade has passed at home in their absence. Their homeworld has made numerous advancements, many made possible by previous Remnants the characters have discovered on past missions. They renew their ties with their families and friends and use their latest Remnant to make themselves even more powerful, possibly unlocking advanced technologies to benefit humankind.

CREATING A CHARACTER

When a player first creates a character for the game, follow these quick steps.

YOUR NAME

Pick a name and a backstory for your character. Your GM can help with the backstory if you are unfamiliar with the setting.

YOUR ORIGIN

The eight origins are described in this chapter. You can use the blank character sheet from the end of the book and follow the process below to customize your character.

YOUR CLASS

Select the specialized class you want for your character. When you join the Travelers during your first adventure, you'll have the option to switch this class if you want to try a different one.

YOUR ABILITY SCORES

Much of what your character does in the game depends on their six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. You assign the following numbers to these scores in the manner that you want: 15, 14, 13, 12, 10, 8. Your Origin increases these scores and as you advance in power, you have additional opportunities to increase your scores further.

YOUR HIT POINTS

Your class determines your Hit Points (HP) which define how resilient your character is. Your character can die if these Hit Points are reduced to 0.

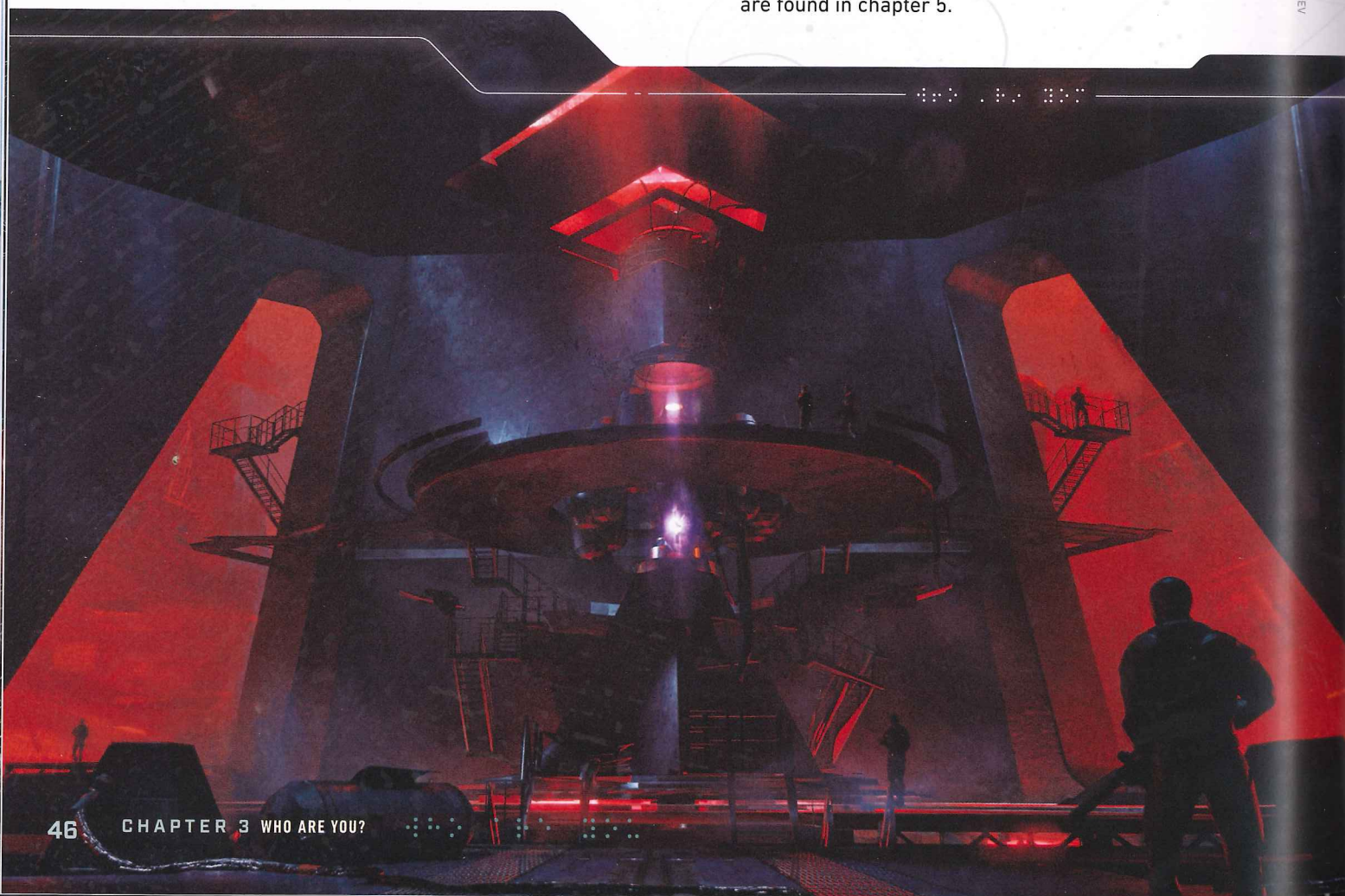
YOUR ARMOR CLASS

Your character's Armor Class (AC) rating determines how hard they are to hit in combat. You have a base Armor Class of 10 plus your Dexterity modifier, but during your adventures, the equipment you purchase or find might increase this rating. Certain character classes also improve your Armor Class.

YOUR EQUIPMENT

The rules for the equipment your character starts with are found in chapter 5.

SERGEI SARICHEV



ORIGINS



Your character's origin helps define who you are and what you do at the start of the game. Your origin, combined with your class, shapes how your character interacts with the world during adventures, and defines your capabilities in combat. Each origin also offers access to different skills. Overviews for each origin are listed below whilst detailed information can be found on the pages that follow.

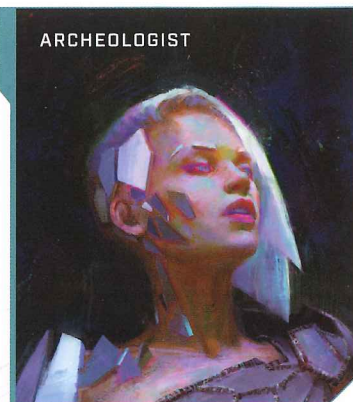
- An **Archeologist** solves puzzles, unearths ancient mysteries, and deciphers the truth.
- A **Criminal** is skilled at striking from the shadows or talking their way out of trouble with the authorities.
- A **Detective** follows the clues and discerns when they are being lied to.
- A **Grifter** has the charm and bravado needed to extricate themselves from dangerous situations or to pull off the ultimate con.
- A **Hotshot** is a skilled pilot with the street smarts to help "find" necessary vehicles or other equipment.
- An **Inventor** repairs or builds almost anything.
- A **Soldier** has no peer on the battlefield, capable of surviving near lethal engagements before patching themselves up to return to battle.
- A **Spy** is capable of hacking valuable information systems or infiltrating an enemy's base of operations.

COMMON TRAITS

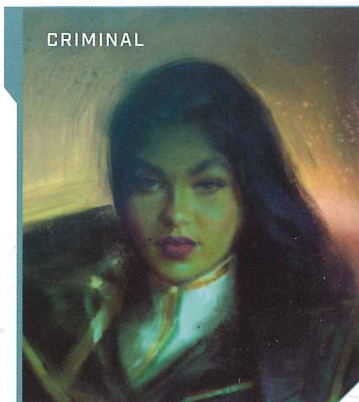
All character regardless of origin also have the following traits:

- **Size:** Medium
- **Speed:** 30 feet
- **Language:** Standard

ARCHEOLOGIST



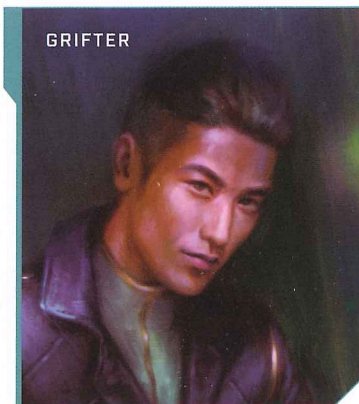
CRIMINAL



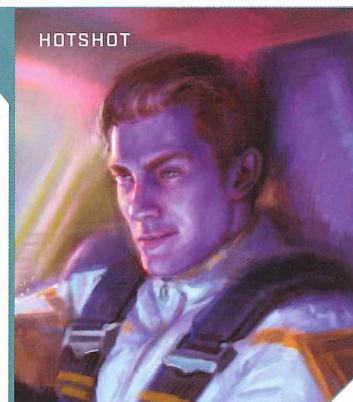
DETECTIVE



GRIFTER



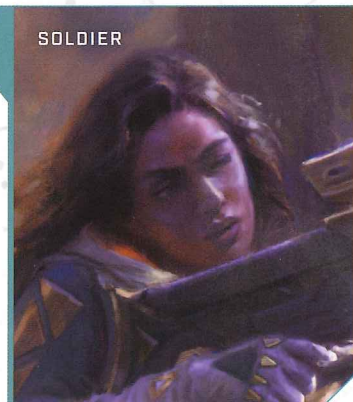
HOTSHOT



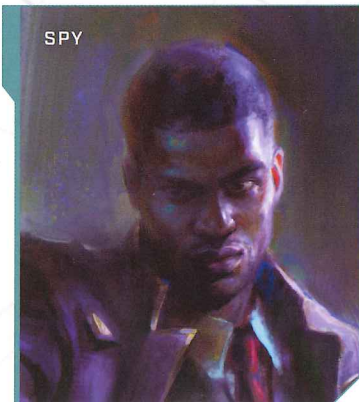
INVENTOR

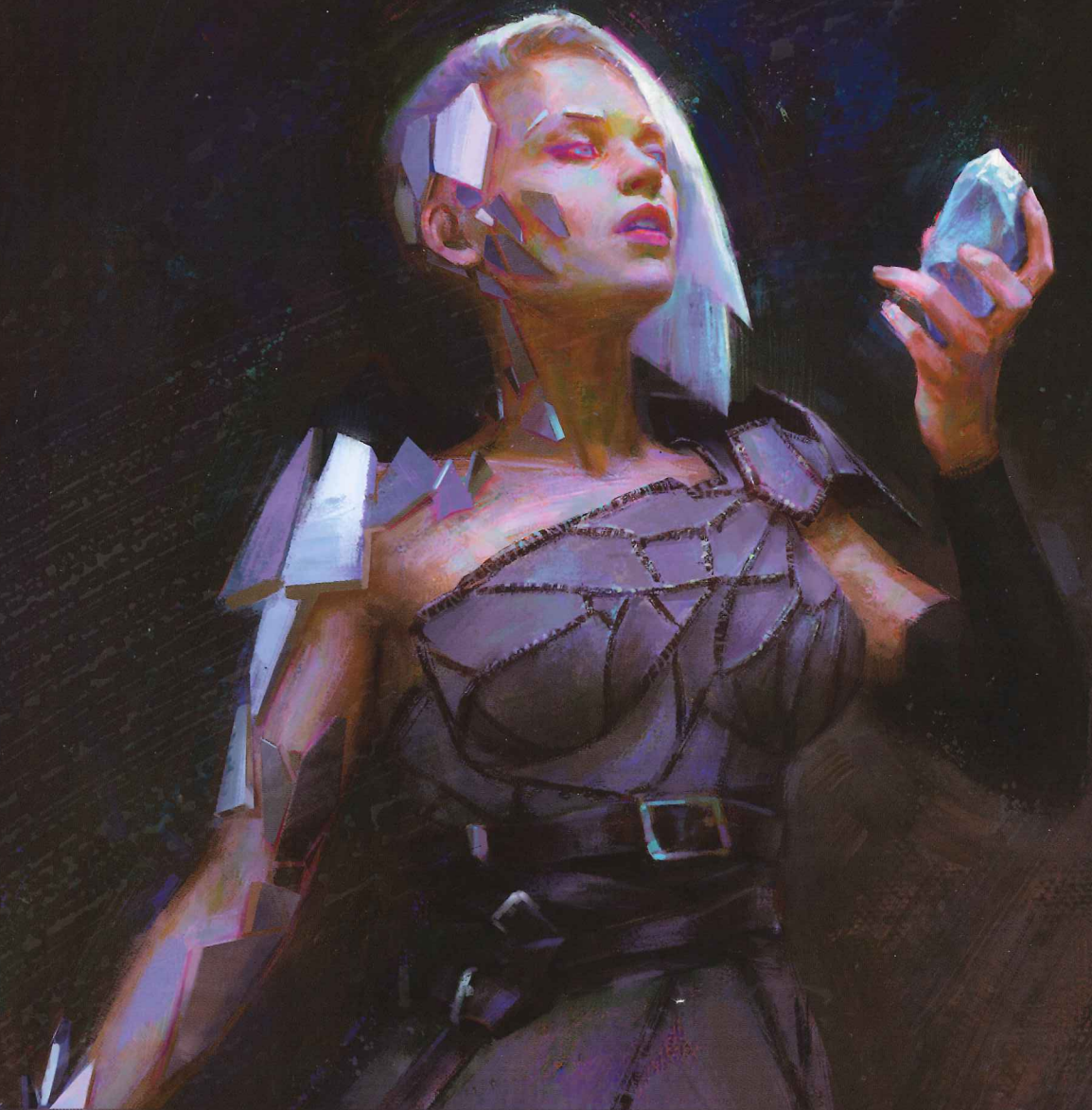


SOLDIER



SPY





ARCHEOLOGIST



The Centauri Cluster is littered with an endless supply of Celestial relics. Countless individual cultures rose and fell like tides going in and out. And when those tides receded, they left treasure on the sand. Ancient devices and forgotten lore. Maybe you're a dedicated seeker of knowledge, trying to piece the puzzle back together to find out who those people were, learning the lessons of their

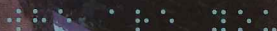
devastating histories so nobody has to repeat them. Or you worked out that one of the few ways for a human to get ahead in this universe is to get hold of that technology, wake it up, implant it, talk it into working for you. Or you just want to get rich, and a piece of working Remnant Era gear is worth its weight in precious stones. Archeologist, grave-robber, opportunist; respectable expedition member or thief. It's amazing how similar all these options can look when you're sneaking into your latest dig site.

Ability Score Bonuses

+2 to Constitution,
+1 to Intelligence

Skill Proficiencies

History, Insight,
plus 1 of your choice





CRIMINAL

•••••

It's tough for a human to make a living here. When it isn't the Celestials edging people out with their superior tech, it's the way those who got off the arks first are still in charge and rig the game so nobody else can play. It's either play by the rules and never see a decent paycheck, or it's break those rules and run the risks. Maybe you've got the tech skills to break an encryption subroutine, and everyone's digital secrets are your stock in trade—you can finesse your way past even Celestial security to get the goods. Or you go the physical

route, breaking locks and ghosting your way past the guards to get out with the goods. Because sometimes the old ways are the best ways and what's needed is a steady hand, a light foot, a sharp ear. Maybe your trade was just straight up death at the end of a knife, down the scope of a gun. The bloody-handed aristocracy of the underworld, the ultimate tool of crooks and governments both, when diplomacy fails. Life is hard. Sometimes to make it easier for you, you've got to make it harder for someone else. And there's a clock running, when you live on the far side of the law. One day the lifestyle catches up with you. It's only a matter of how.

Ability Score Bonuses

+2 to Dexterity,
+1 to Strength

Skill Proficiencies

Deception, Stealth,
plus 1 of your choice



DETECTIVE

•••••

You spent your life finding out things others wanted hidden. You worked with law enforcement to hunt criminals, tracking them down, and bringing them to justice. Or else you dug into the cracks of society, finding the lost and missing, uncovering the truth about tawdry affairs and shady business deals. Maybe you hauled the dirty secrets of the rich and powerful into the public eye, embarrassing those who

claim the people's mandate but were just after the people's money. However you went about things, you like to think you were making the world a better place, protecting the innocent and punishing the guilty. You built up quite the skillset over the years because you never knew what the work would demand from you: throw a punch, talk to the grief-stricken, sneak and eavesdrop, buy drinks for a crook until they spill the beans. You were good at what you did and plenty of important people had cause to curse you for it.

Ability Score Bonuses

+2 to Wisdom,
+1 to Dexterity

Skill Proficiencies

Insight, Perception,
plus 1 of your choice



GRIFTER



You've always thrived in the seedy underbelly of society, relying on your wits and trusting your gut—and your gun—to get you out of sticky situations. You've sat across the table from the iciest of killers, mob bosses, militia warlords, and off duty police chiefs, and you've taken all of their money. Or else you're a con artist who scams your way through life, whether it's a quick grift for the price of a dinner or a months-long con to part the wealthy from their ill-gotten gains. It's not like they were using that money or that relic or that

spaceship, after all. No matter what company you find yourself in, which planet, whether they're even human, there's always an angle. You'll get them talking and you'll make them believe you and then whatever they've got will inevitably become yours. It's a game: you're either a player or you get played. You were born with nothing in your pocket but an I.O.U. from the universe and you've certainly spent all your living days trying to collect. Except, of course, that nobody likes to find out they've been suckered. The Centauri Cluster is a big place but sooner or later you're going to run out of places where they don't know your face.

Ability Score Bonuses

+2 to Charisma,
+1 to Constitution

Skill Proficiencies

Deception, Persuasion,
plus 1 of your choice



HOTSHOT



You're all about the speed, pushing your machine to the limit, striving to outdo the skills of others or just the hard edges of the laws of physics. Perhaps you're a legend among the underground street racers, a champion to the downtrodden who see in you a path from poverty to greatness. Maybe you're a gang's getaway driver, who can turn the most mundane ride into an uncatchable escape vehicle. Or your homeworld is in a ravaged and desperate state and staying still is a good way to die; a country only for nomads

constantly burning rubber across the wastes looking for the next temporary sanctuary. As your career progressed, your fame spread. Anyone with a need to get in or out of somewhere as quickly and reliably as possible knew to call for you. You picked sides, made enemies; maybe you didn't much care whose colors you wore, whose sponsorship you took. As long as you could drive, you could always accelerate away from problems, and everything looks smaller as it recedes in the rear view. But everyone's run comes to an end eventually and there was always going to be one last race so rigged even you couldn't win it.

Ability Score Bonuses

+2 to Dexterity,
+1 to Charisma

Skill Proficiencies

Piloting, Streetwise,
plus 1 of your choice



INVENTOR



You know you'd have been wasted on Earth, or if you'd had to live your life on the arkships. Only here in the Cluster can your mind truly get the workout it needs. Celestial technology that baffles other humans is crystal clear to you. The deep history of the Remnant Wars, that everyone sees as some terrible threat from the past, is like a toybox. Right now, humanity still suffers from all the old evils—hunger, poverty, miseries of every kind. You know there's a way to fix all of that. You just need to uncover the right relic or device, understand the principles.

You can place humanity on the same level as the Celestials themselves. Higher, maybe—most of those “super-human” cultures are so set in their ways! Ever since childhood you've been all about building a new future for those around you. Not just going about things the same old inefficient ways but finding that new and elegant solution that actually makes lives better. And maybe it doesn't always work. Maybe your ambition means you end up rubbing shoulders with the wrong people. Maybe they call you eccentric, and maybe there are some smoking craters in your past that are places you're never going back to. What price are you willing to pay for progress?

Ability Score Bonuses

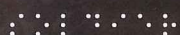
+2 to Intelligence,
+1 to Wisdom

Skill Proficiencies

Electronics, Mechanics,
plus 1 of your choice



SOLDIER



You fight. That's how you've got through life. You were defending your home or your people. Or else the cause was a burning fire inside you, worth killing and dying for. Perhaps the choice was never yours: they made you into their warrior in a camp or a lab, relentlessly honing you until all that was left was a weapon. Or you were just born dirt poor and letting them put a gun in your hands and point you at an enemy was the only way out of the slums. However it came about, you

fought, and you got good at it. Followed orders, stormed the breach, led the charge, held the line. You heard, sometimes, how people in other places had lives that went whole days without the sound of guns, and you could barely imagine it. War was what gave you structure and meaning. Camaraderie and conflict, the blessed certainty that comes from unambiguous orders and a dichotomy of us and them. Except that bigger universe, the one where there's not always a war on, it hauled you out of the fight. Now you have a whole new life where nobody's telling you what to do any more.

Ability Score Bonuses

+2 to Strength,
+1 to Dexterity

Skill Proficiencies

Athletics, Medicine,
plus 1 of your choice



SPY



You work in the shadows. An expert in espionage and covert ops, you are the tip of the spear, the hidden hand that steers society down the proper path. Your accomplishments are never lauded or publicly recognized, but millions of people owe their safety and security to people like you. Or else the chaos and fear that creep into their previously stable lives. And nobody does it better, whatever methods you choose to use.

You're the shadow slipping past the guards, the smooth-talking socialite talking your way into someone's inner sanctum, the tech genius tapping your enemy's communications, the analyst who knows their thoughts before they do. Maybe you bought into a cause or maybe it was all about the craft. Or perhaps your espionage is purely industrial and it's all about the payoff. However, it goes, you're one of an elite whose smallest action can set off a precisely calibrated chain of events that rock a nation or bring down a corporation.

Ability Score Bonuses

+2 to Charisma,
+1 to Intelligence

Skill Proficiencies

Deception, Electronics,
plus 1 of your choice

CLASSES



When you think of famous heroes in comics, fantasy, and science fiction, they often start with a job or role that is interesting and aspirational. But then, something happens, and they become something beyond their original role. What they were before remains important, but it is augmented by this new aspect of their identity.

When you join the Travelers, they pinpoint the talents that you have and how those talents apply to four common classes within the Traveler organization. Characters can't advance beyond level 1 in a class until they become a Traveler, and they can choose to change their initial class choice before advancing to level 2.

- If you have an affinity for Mechs, then you are classified as a **Cataphract**.
- If you can bond with a Silicate, you are classified as a **Daemon**.
- If you can manipulate Remnant technology, you are classified as a **Prodigy**.
- If you have an affinity for the Awakened, you are classified as a **Ranger**.

INDUCTION

Induction (or "neural induction") is a key part of the Prodigy and, to a lesser extent, the Ranger. It is a genetic modification that allows a being to interface directly with advanced technologies and with other organisms that have been engineered with induction receptors. The technology was originally developed by the Imperial Celestials of the Crown Dominion to facilitate their mindline transfers. Humans who have been engineered with induction capacity are extremely rare. Humans with Celestial blood, known as uranic, are also capable of limited neural induction. The induction capacity is centered in the palm of the hand: a pad of specialist neurons just under the skin with a thick bundle of nerves connecting it to the brain. Many Remnants require a user to have the capability of induction.

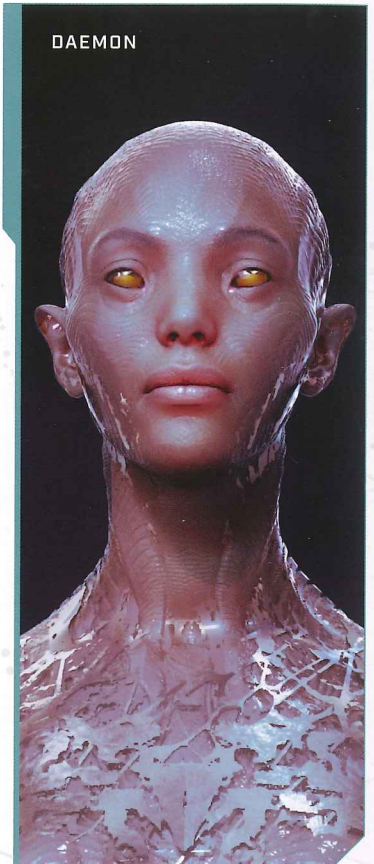
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CATAPHRACT



LOUIS LIU

DAEMON



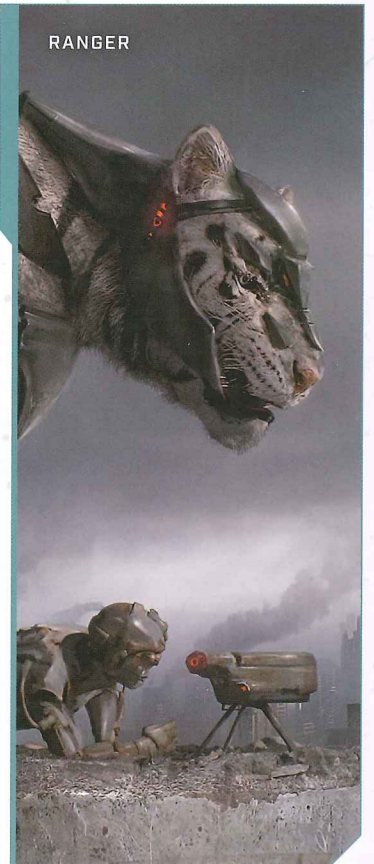
AARON SIMS CREATIVE

PRODIGY



RAYDEN CHEN

RANGER



SERGEI SARICHEV

CONSTELLATION

When you join the Travelers, an elaborate Constellation is inked into your skin. This genetic tattoo is invisible until you flex your muscles in a particular way to view the Constellation's details. As you travel across the Cluster, your Constellation is constantly expanded to map out every star system visited.

This Constellation is also how you track your character's progression as they gain abilities and become more powerful. This is called gaining "levels", or specifically in the EXODUS RPG, also known as your Constellation Level.

EACH IMPROVEMENT

Whenever you increase your Constellation Level, you can choose to increase one of your ability scores by +1 (you can't increase an ability score above 20) or to pick proficiency with a new skill. Work with your Game Master to determine a story that describes how you improved your ability score or learned a new skill. If you are inclined, you can also design what this new addition to your Constellation looks like. You also increase your Hit Points when you gain a Constellation Level, and might receive new class features, as described in each class section.

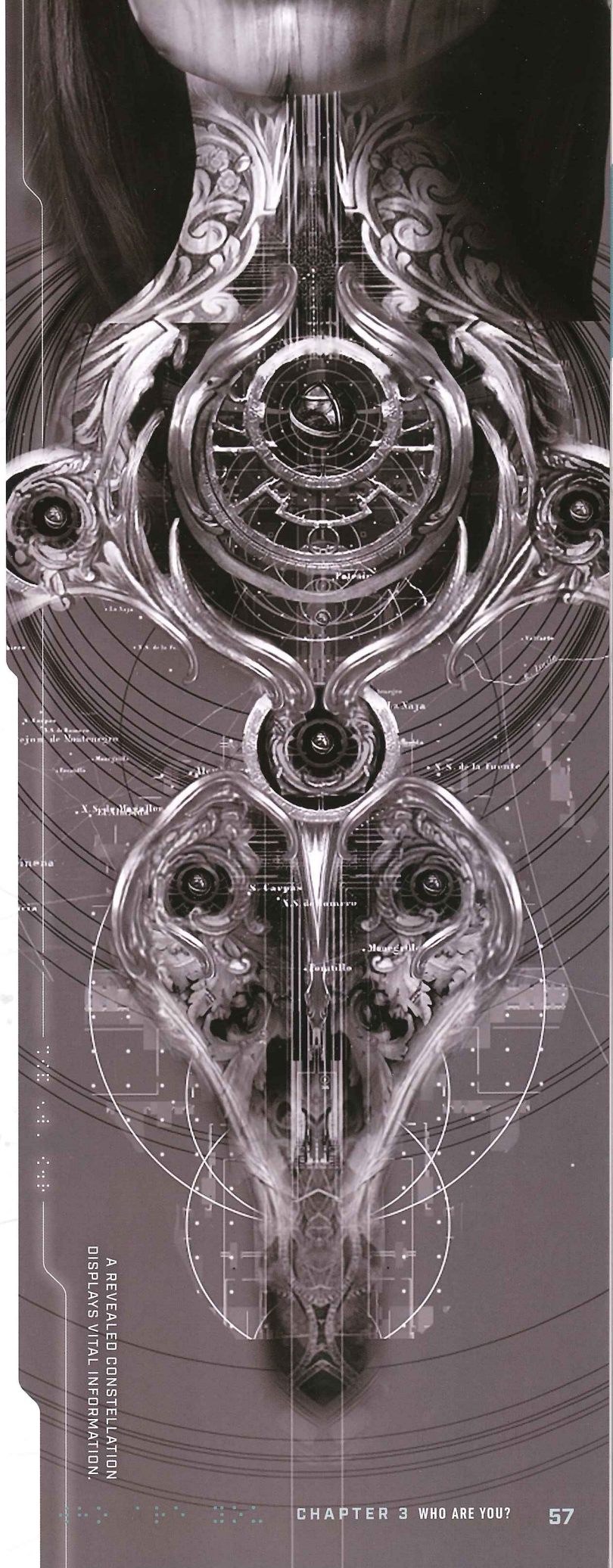
GAINING CONSTELLATION LEVELS

Your tattoo, and the benefits of increasing your Constellation Level, aren't received until you return to your Dynasty's headquarters, or another appropriate plot location as determined by your Game Master.

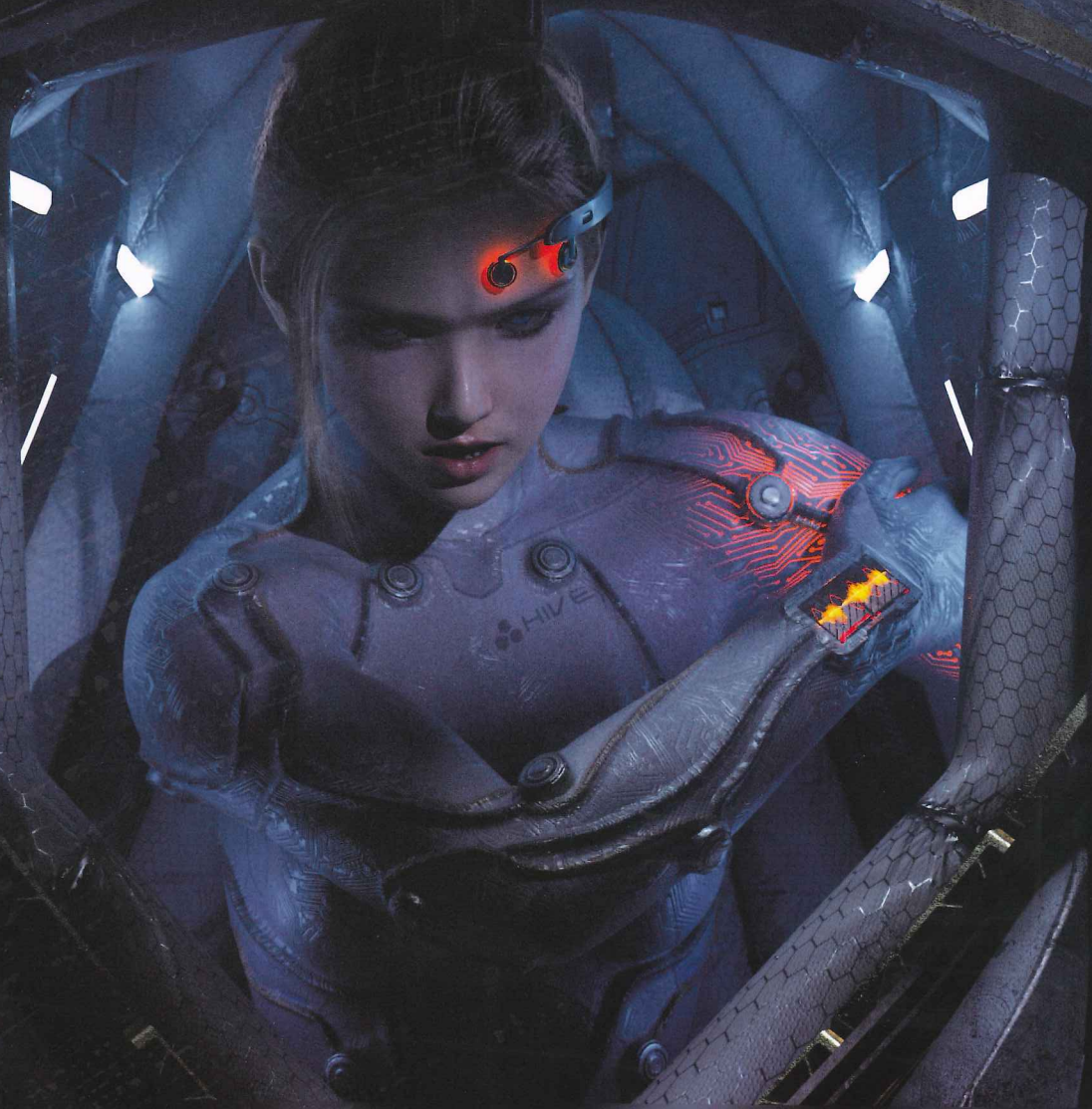
You should reach level 2 at the end of your first or second session, and usually at the same time that you join the Travelers. Once this happens, the Travelers organization you join starts to ink your first Constellation tattoo for you.

Afterwards, the pace at which you expand your Constellation is determined by your Game Master, but usually occurs under the following circumstances:

- When you complete your first narrative arc on your origin world.
- When you return to your origin world after your first exploration of a planet or moon in your own system. (Later, you'll find that you might need to visit multiple worlds in your system, or complete various story arcs before gaining additional Constellation Levels.)
- When you return to your origin world after each Exodus.



A REVEALED CONSTELLATION
DISPLAYS VITAL INFORMATION.



... ..

CATAPHRACT

A pilot, controlling a powerful Mech,
serving and defending humankind.

CREATING A CATAPHRACT

CATAPHRACT TRAITS

Hit Points

Hit Dice: 1d6 per level

Hit Points at Level 1: 6 + your Constitution modifier

Hit Points per Level: 1d6 (or 4) +
your Constitution modifier

Proficiencies

Armor: All

Weapons: Pistols

Saving Throws: Wisdom, Constitution

CATAPHRACT CLASS FEATURES

As a Cataphract you gain the following class features when you reach the specified Constellation Level. These features are listed on the Cataphract Features table.



Level 1: Weapon Mastery

Your training allows you to use the mastery property of two weapons with which you have proficiency. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

Level 2: Cataphract Mech Archetype

You now have proficiency with Mech Weaponry and must choose between one of two different Cataphract Mech archetypes (see the descriptions for the Assault and Scout Mech). Each unlocks different abilities.

Level 2: Eject

You can use a Bonus Action to eject from your Mech. Choose a location within 30 feet of your Mech. You are ejected into the air, landing safely in the chosen space. Your Mech armor remains immobile at your original location.

Level 2: Traveler's Treasury

You can now install level 1 Treasury Remnants onto your Mech. You can only use Treasury Remnants classified as Enhancements. As you gain levels you can use higher level Treasury Remnants. The Cataphract Features table shows what level of Treasury Remnant you can install.

You are also skilled at locating appropriate Treasury Remnants for your Mech. Starting at level 2, you can choose one level 1 Treasury Remnant from the Traveler's Treasury. At level 5 you choose a level 2 Treasury Remnant. At level 9 you choose a level 3 Treasury Remnant. Chosen Treasury Remnants can only be selected from the Enhancements category of Treasury Remnants in chapter 7.

Cataphracts require mental focus to control their Mech effectively and to interface with the advanced targeting computers. All installed Treasury Remnants use Wisdom to determine attack modifiers and saving throw DCs.

Treasury Remnant save DC =
8 + your Proficiency Bonus +
your Wisdom modifier.

Treasury Remnant attack modifier =
your Proficiency Bonus +
your Wisdom modifier.

CATAPHRACT FEATURES >>>

CONSTELLATION LEVEL	PROFICIENCY BONUS	MAXIMUM REMNANT LEVEL	CLASS FEATURES
1	+2	0	Weapon Mastery
2	+2	1	Cataphract Mech Archetype, Eject, Traveler's Treasury
3	+2	1	Archetype Feature, Vent
4	+2	1	Ability Score Improvement
5	+3	2	Extra Attack
6	+3	2	Archetype Feature
7	+3	2	Fire Everything
8	+3	2	Ability Score Improvement
9	+4	3	Overdrive Mode
10	+4	3	Recharge

Level 3: Vent

You can use an action to vent additional heat equivalent to your Mech's heat sinks, thus doubling the heat reduced during your turn.

Level 4: Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You gain this feature again at level 8.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 7: Fire Everything

You can use an action to make one attack with all equipped Mech Weaponry simultaneously. The weapons still generate heat. After you use this ability, you must finish a Long Rest before you can use it again.

Level 9: Overdrive Mode

You can use a Bonus Action and for the remainder of your turn, any Mech Weaponry you use doesn't generate heat. After you use this ability, you must finish a Long Rest before you can use it again.



Level 10: Recharge

Your expended Fire Everything and Overdrive Mode abilities can be used again after you finish a Short or Long Rest.

CATAPHRACT MECH ARCHETYPES

A Cataphract Mech archetype is a specialization that grants you special abilities at certain levels, as specified in the archetype. The following section presents the Assault and Scout archetypes.

ASSAULT PROGRESSION >>>>

CONSTELLATION LEVEL	HIT POINTS	TREASURY REMNANT SLOTS	WEAPON SLOTS
2	25	1	2
3	30	1	3
4	35	1	3
5	45	2	3
6	50	2	3
7	55	2	4
8	60	2	4
9	65	2	4
10	75	3	4

ASSAULT
CATAPHRACT



ASSAULT MECH

Assault Mech are built to deliver destruction. They are the heavily armored cavalry who come to save the day, the ultimate big stick that any human can bring to a fight. Because so little can keep up with them or follow where they lead, an Assault Mech must be an army in themselves: an elite soldier to take and hold objectives and breaches, a platform for artillery, the point of the spear in any charge and the shield against incoming enemy fire.

The life is hard, and there are enough big guns out there in the Cluster that many go out in a blaze of glory defending their homes, their comrades, or humanity's future out in the stars. But before they die, they always punch above their weight, the technical knowhow of their Cataphracts and the sheer bloody-mindedness of their construction outmatching what should be far superior technology. Plenty of Celestials and other threats have cause to know and respect the fury of the Assault Mech, whether in a pitched battle or skirmishing through Remnant Era ruins.

When these Cataphracts gather, their society is one of boasts and stories, the names of fallen fellows, a comradeship and recognition even between warriors sworn to opposing sides.

Your Assault Mech has the following properties:

Armor Class: 16

Heat Sinks: 25

Speed: 30

Unarmed Strike Damage: 2d6 + your Strength modifier Bludgeoning damage

Level 3: Stabilizers

You install damage reduction enhancements to your Mech. When you take damage, you can use your Reaction to activate your stabilizers and halve the damage.

Level 6: Rugged Armor

In between missions you enhance your Mech's armor. Your Mech's AC becomes 18.

SCOUT MECH

Not every conflict is won on the battlefield. Not every cultural advance is born from the barrel of a gun. For exploration and infiltration, the Scout Mech is the last word in versatility. These Cataphracts, while far from defenseless, prioritize the ability to take advantage of what they find. Their Mechs are a mishmash of salvaged parts, painted and repainted in colors of convenience, or proudly displaying the heraldry of former owners. Scouts are particularly interested in adapting certain Remnant technology to interface with the systems of their Mech, creating a direct line from their own nervous system straight to whatever scavenged tech they've just linked into the suit's systems. They are often seen as individualistic, eccentric, and more than a little unbalanced. Travelers and other wide-ranging scavenging teams rely heavily on them when exploring new sites on hostile worlds, both for their broad toolkit and their ability to hold up under fire.

The majority of scouts are driven by a need to push back the frontiers and find new horizons. Partly because there's no better way to contribute to humanity's spread and survival through the Cluster, but also because every newly discovered site might contain a fresh weapon or tool to expand their personal toolbox.

Your Scout Mech has the following properties:

Armor Class: 15

Heat Sinks: 20

Speed: 40

Unarmed Strike: 1d6 + your Strength modifier Bludgeoning damage

Level 3: Improved Armor

In between missions you enhance your Mech's armor. Your Mech's AC becomes 16.

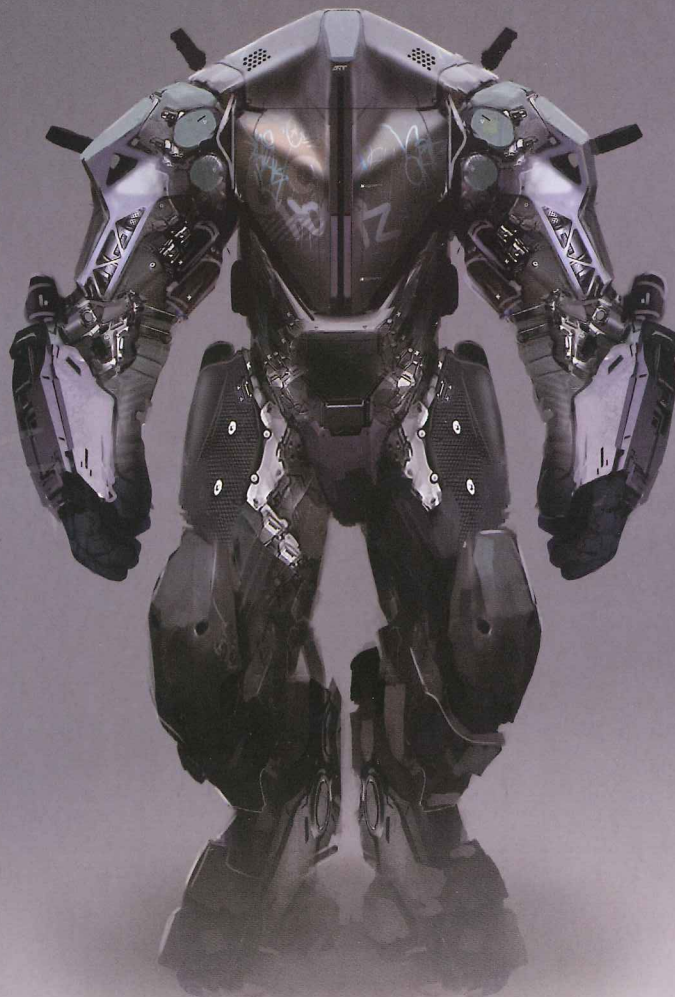
Level 6: Flight Pack

You install a flight pack, granting your Mech a Fly Speed of 50 feet when activated. You can use a Bonus Action to activate or deactivate a flight pack. When flying in this way, you have Disadvantage on attack rolls.

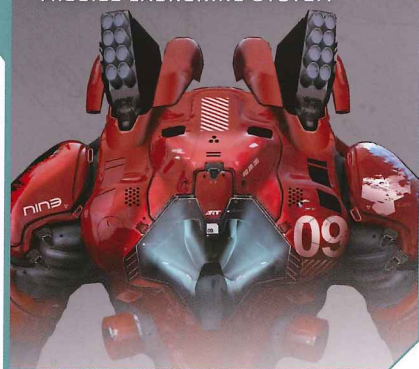
SCOUT PROGRESSION >>>>

CONSTELLATION LEVEL	HIT POINTS	TREASURY REMNANT SLOTS	WEAPON SLOTS
2	15	2	1
3	20	3	1
4	25	3	2
5	35	3	2
6	40	3	2
7	45	4	2
8	50	4	2
9	55	4	2
10	65	4	3

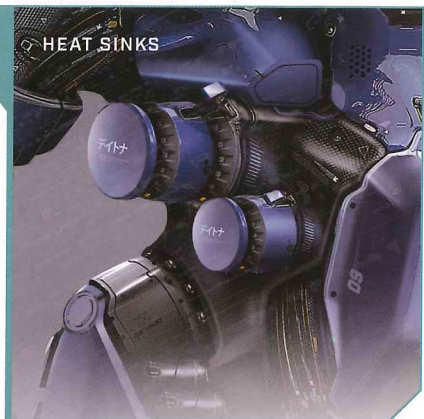
SCOUT CATAPHRACT



MISSILE LAUNCHING SYSTEM



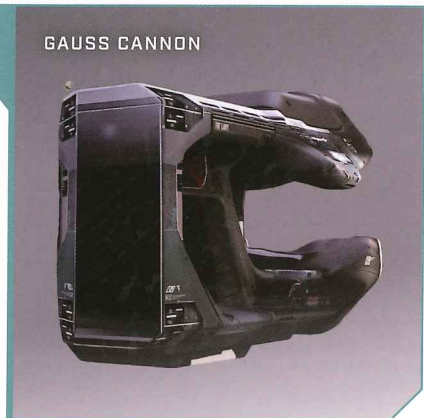
HEAT SINKS



OPTIONAL FLIGHT PACK



GAUSS CANNON



OPERATING MECHS

Mechs are considered objects, and it takes 1 minute to equip and enter a Mech and an action to exit it. Your Mech has the following base properties while worn (these properties are summarized in the “Assault Mech” and “Scout Mech” sections):

Armor Class. While wearing your Mech you use its AC instead of your own.

Handheld Weapons. As part of the Attack action, you can use any weapon you can normally use or you can use the Mech Weaponry installed into your Mech’s weapon slots.

Heat Sinks. Each Mech has several heat sinks. Heat sinks vent the heat generated by weapons every round. See the “Generating Heat” section for details.

Hit Points, Damage, Destruction, and Repairs. Each Mech has base Hit Points. These Hit Points increase as you gain levels. This increase reflects your increased ability as a Mech pilot.

When you are hit while wearing your Mech armor, your Mech takes the damage. When your Mech reaches 0 Hit Points, you take damage instead of the Mech and all Mech abilities immediately stop functioning (including any Reactions in response to the damage just taken). You are also ejected to an unoccupied space 30 feet away, taking 3d6 Bludgeoning damage.

The Mech remains immobile and can’t be activated until a successful Wisdom (Mechanics) check repairs damage, bringing the Mech above 0 Hit Points. (See the “Mechanics” skill in chapter 4 for details).

Speed. Each type of Mech has a different Speed rating. A Mech with 0 Hit Points has a Speed of 0 and can’t move.

Treasury Remnant Slots. Powerful Celestial Enhancements can be equipped to your Mech up to the number of Treasury Remnant slots you have available (see the appropriate Assault and Scout Progression tables).

Unarmed Strike Damage. If within 5 feet of a target, you can make an Unarmed Strike with your Mech. You are proficient with this Unarmed Strike and it does the damage listed for the Mech, instead of standard Unarmed Strike damage. Certain upgrades to your Mech can increase this damage.

Weapon Slots. As you gain levels you can upgrade your Mech so that it can carry additional weapons. These built-in weapons are powered by the Mech’s fusion generator. See the “Weapon Slots” section for more details.

GENERATING HEAT

Whenever you perform certain activities with your Mech, you generate Heat Points. Heat Points increase in the following ways:

Firing Weapons. Each weapon in the Mech Weapons table indicates the number of Heat Points that weapon generates when fired.

Moving. If the Mech moves more than 10 feet in a turn, your Heat Points increase by +3.

Vulnerable. Any Heat damage the Mech takes during combat also increases your Heat Points by that damage amount. That is, if you take 5 points of Heat damage, your Mech’s Heat Points increase by +5.

Dissipating Heat

At the end of your turn your Mech vents Heat Points through heat sinks. Each heat sink removes one Heat Point. Heat Points that can't be vented accumulate. At the end of your turn, after venting Heat Points, use the Heat Effects table to determine the effects that the accumulated Heat Points have on your Mech and you (while you remain inside the Mech). Unless otherwise stated these effects persist until the end of your next turn and are cumulative.

HEAT EFFECTS >>>>

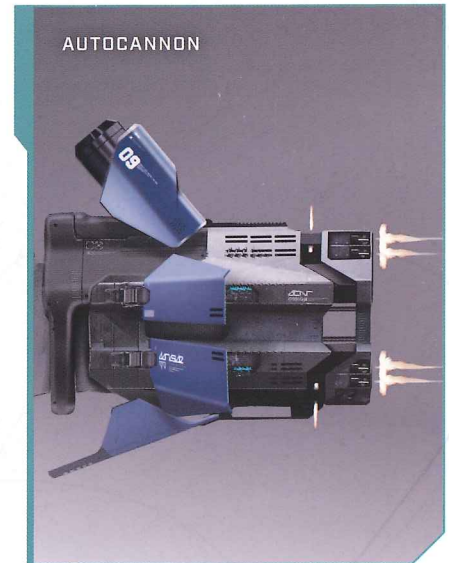
HEAT POINTS	EFFECT
10	Unresponsive. You have Disadvantage on all saving throw rolls.
15	Clumsy. You have Disadvantage on all attack rolls.
25	Shutdown! The Mech is on the verge of shutting down. You must make a DC 15 Dexterity saving throw. You take 2d6 Heat damage on a failed save and the Mech shuts down. It can't be used again until you start your turn and the Mech has 10 or fewer Heat Points. (The Mech's heat sinks continue to function.)
35	Slow. Your Mech's Speed is halved.
50	Imminent Failure! It becomes more difficult to avoid "Shutdown". The DC for the saving throw increases to 20 and damage on a failed save is now 4d6 Heat damage.

WEAPON SLOTS

You select weapons from the Mech Weapons table when you gain a level. At this time, you can also replace existing weapons with different weapons. You don't have to pay for these Mech weapons, but a selected weapon must be at a level equal to or less than your level to be equipped and you must not exceed the number of weapon slots allowed by your Mech chassis (see the appropriate Assault or Scout Progression table). All weapons on the Mech Weapons table must be installed on a Mech and require proficiency with Mech Weaponry to use.



LONG RANGE MISSILES



AUTOCANNON

MECH WEAPONS >>>>

WEAPON	CONSTELLATION LEVEL	AMMO	DAMAGE	RANGE	HEAT POINTS GENERATED	PROPERTIES	MASTERY *
Gauss Cannon	6	4	3d10 Piercing	150/600	20	—	—
Guided Missile	6	4	4d6 Piercing	200/800	25	Explosive 5	—
Heavy Autocannon	2	8	2d10 Piercing	150/600	15	—	Burst
Heavy Laser	2	—	3d10 Energy	50/100	35	—	Focus
Light Autocannon	2	5	4d4 Piercing	300/900	10	—	Burst
Light Laser	2	—	2d8 Energy	100/200	25	—	Focus
Long Range Missile	2	2	2d6 Piercing	300/900	25	Explosive 10	—
Maser	6	—	4d8 Energy	50/100	25	—	—
Railgun	6	6	4d6 Piercing	300/900	15	—	—
Short Range Missile	2	3	3d6 Piercing	60/120	30	Explosive 10	—

* Mastery is described in the "Weapons" section in chapter 5.



DAEMON

A living weapon, bonded with a
mysterious being.

AARON SIMS CREATIVE



»»»» **NOBODY KNOWS WHAT ANCIENT CULTURE FIRST CREATED** the Silicates (or if they were created at all). Some speculate that they might even be an alien parasite removed from an elaborate crystal ecosystem and forced to find a new method to act upon the universe. A method involving humankind. For it is humans that give motion and purpose to the Silicate's existence, humans that complete the creature's life cycle. And in turn, the Silicates bring humankind leverage and power. Power enough to challenge the greatest of the Celestials.

Don't take up a weapon. Become one.

In the hands of a Celestial, a Silicate egg is no more than a gem. Only the touch of humans can wake the symbiotic bond that merges flesh with crystal to create a composite being, a Silicate,

also known as a Daemon. Perhaps the ancient crafters engineered their creations to reject the touch of rival Celestials. Or else the Silicates themselves seek hosts humble enough to accept a partnership rather than demand mastery. For once a human has bonded with a Silicate, they are no longer what they were. A shadow takes up residence in their mind, standing between the hemispheres of their brain, infiltrating its own urges into their thoughts until the human host can't tell what comes from them, and what from the other. Or if the distinction has any meaning. And those urges are all too often violent. Daemons live in a constant struggle against the shadow within them.

Other humans fear Daemons. How can anyone know just what is watching, through those eyes? You can't predict or disarm them. They are reluctant servants, rebellious soldiers. Worse, their presence all too often brings down Celestial penalties and punishments on humanity at large. At the same time, there are enough humans who see those harsh reprisals and read the truth in it. Celestials fear Daemons too. And, whilst Daemons have put one foot outside the bounds of humanity, they are still "us". A way in which mere humans can aspire to challenge the great powers of the Cluster.

The bonding process is unreliable. Many humans awake no response from a Silicate egg. Others don't survive the transformation, erupting with jagged growths of crystal that tear their flesh apart. For those who come through the process intact, the symbiont grows through them in complex ways, interfacing with the body at every level, growing nodes within the brain, strengthening, and empowering. Daemons grow stronger with the use of their abilities, human and Silicate elements enmeshing ever more closely the more they are put to the test. Each Daemon reaches their own precise equilibrium, between host and Silicate, some sheathing themselves in a second skin that feeds off the kinetic energy of attacks, others internalizing the adaptations to empower bones, organs, and nervous system. One thing that all have in common is a reluctance to bond with Remnants. Why the Silicate instills this reluctance remains a mystery.

CREATING A DAEMON

DAEMON TRAITS

Hit Points

Hit Dice: 1d10 per level

Hit Points at Level 1: 10 + your Constitution modifier

Hit Points per Level: 1d10 (or 6) + your Constitution modifier

Proficiencies

Armor: Light, Medium, Heavy

Weapons: Blades, Explosives, Heavy Guns, Pistols, Rifles, Shotguns

Saving Throws: Dexterity, Strength

DAEMON CLASS FEATURES

As a Daemon, you gain the following class features when you reach the specified Constellation Level. These features are listed on the Daemon Features table.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery property of two weapons of your choice with which you have proficiency. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices. You gain mastery of one additional weapon at levels 4 and another at level 10, for a total of four different weapons in which you have mastery at one time.



DAEMON FEATURES >>>>

CONSTELLATION LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Weapon Mastery
2	+2	Silicate Archetype
3	+2	Archetype Feature
4	+2	Ability Score Improvement
5	+3	Close Quarters Fighting, Extra Attack
6	+3	Ability Score Improvement
7	+3	Archetype Feature
8	+3	Ability Score Improvement
9	+4	Indomitable
10	+4	Ability Score Improvement, Archetype Feature

Level 2: Silicate Archetype

You must pick an archetype from the two available archetypes: Shadow or Sword.

Level 4: Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You gain this feature again at levels 6, 8, and 10.

Level 5: Close Quarters Fighting

Your ferocity becomes disconcerting to nearby enemies. If an enemy within 10 feet of you attacks you with a ranged weapon, they have Disadvantage on the attack roll.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 9: Indomitable

If you fail a saving throw, you can reroll it, adding your level to the result. You must use the new result. Once used, you can't use this feature again until you finish a Short or Long Rest.

DAEMON ARCHETYPES

A Daemon archetype is a specialization that grants you special abilities at certain Daemon levels, as specified in the archetype. The following section presents the Shadow and Sword archetypes.

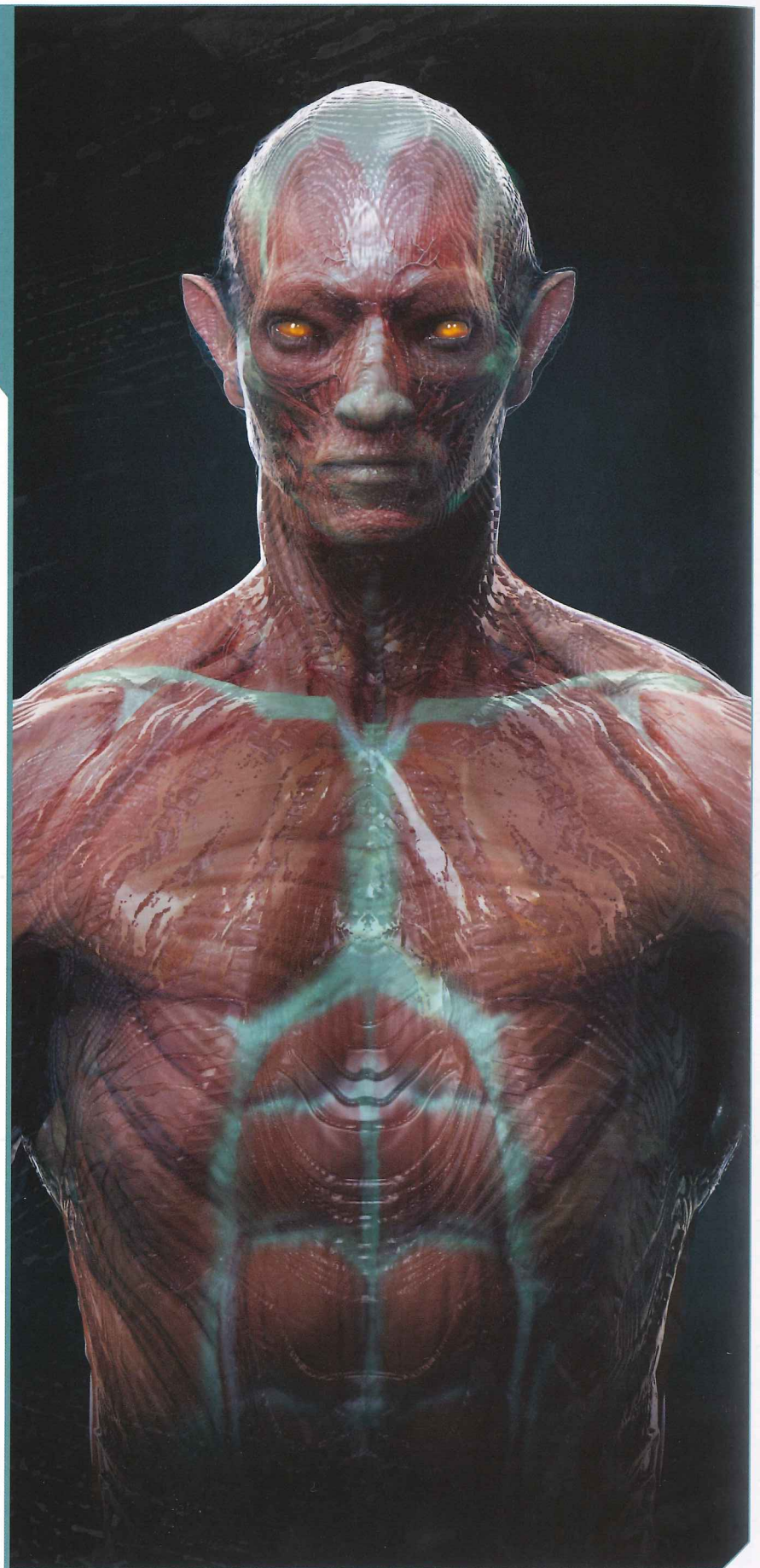


SHADOW

Shadow Silicates burrow deep within their host, strengthening bodily structures, augmenting the nervous system, and physically changing sensory organs in a way that makes them look unmistakably different. Those who live with the shadow feel a presence constantly with them, like a wild dog on a fragile leash. Under threat, the Silicate responds with efficient, lethal force, often disproportionate, sometimes without considering the human context of what's happening. Shadow Daemons learn to shy away from conflict unless they're willing to reap the consequences. A mere heated argument can suddenly trigger the beast that lives inside them. Even in a calm situation the shadow is a voice at their shoulder, demanding that there are better, more direct ways to any goal. A Shadow Daemon must develop self-control or become a monster. When the Silicate does take over, though, they are peerless. Far from the random berserker of their reputation they act in perfect coordination with their confirmed allies, reacting to every opening granted them. Swift beyond human reflexes, a study in deadly balance and poise, they make complex tactical decisions before their human half can even appreciate the danger. To be a human in the back seat of your own mind, feeling the alien impulses of the symbiont as it throws your combined body through a perfect sequence of moves, is little short of transcendent.

Level 2: Hunting Pack

You have Advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.



AARON SIMS CREATIVE



Level 2: Unleashing the Shadow

You can unleash your shadow using a Bonus Action. This state lasts for a number of rounds equal to your Strength modifier (minimum of 1). While in this state, you have Resistance to all damage. In addition, if reduced to 0 Hit Points while in this state, you regain 10 Hit Points at the end of your next turn. However, every time you regain Hit Points in this manner you gain 1 Shadow Point and there is a chance that you lose control of the shadow. You must make a Wisdom saving throw with a DC of 10 plus the number of Shadow Points you have. If you fail the save, you lose control of your shadow.

To unleash your shadow again after using it, you must finish a Long Rest and when you do so, your Shadow Points are set to 0.

Losing Control of Your Shadow. After you lose control, you no longer discern friend from foe. On your turn, you must attack the creature closest to you, including allies. Also, your shadow state doesn't end when it normally would. Instead at the end of each turn you repeat the saving throw, regaining control of yourself, and ending the shadow state, only on a success.

Level 3: Harness Your Shadow

You begin to improve your capability to control your shadow and can use your Unleashing the Shadow feature twice. At level 7 you can use your Unleashing the Shadow feature three times.

Level 7: Shadow Healing

You can use a Bonus Action to have your symbiont heal you or a creature you are touching. The number of Hit Points regained are equal to your level. You can use this feature a number of times equal to your Strength modifier (a minimum of once), regaining expended uses when you finish a Short or Long Rest. At level 10 the Hit Points regained in this way are now equal to twice your level.

Level 10: Shadow Strike

When you hit a creature and it takes damage while you are using Unleashing the Shadow, you deal an additional 2d6 damage of the type dealt.

SWORD

The most visible form of Daemon, and certainly the way most humans imagine them, Sword Daemons grow an exoskin over their entire body. This exoskin is a layer of clear crystalline fibers woven together in a living network that grants both flexibility and durability. A Sword Daemon can choose to make their skin transparent, showing the host's musculature and organs, a horror-show that does nothing for the general reputation of Daemons. In motion, a Sword Daemon shimmers with rainbow refraction and is hard to aim at. The skin itself offers unparalleled protection against radiation, corrosives, and even vacuum, being capable of recycling exhaled carbon dioxide into oxygen.



Famously, kinetic strikes against the Silicate skin are harvested for energy, strengthening and feeding the symbiont with the remainder released in a blinding flare. Shoot at a Sword Daemon, and they run towards you faster. The more bullets you hit them with the faster they become, and the brighter their skin flashes. Sword Daemons have been known to deliberately fall out of windows to give themselves additional kinetic energy to use against an opponent—they can lift cars, punch through walls, tear an armor suit apart. However, even exoskin has its limits. They can absorb only so much energy and it must be dissipated through movement. Hit them with enough kinetic energy, and the exoskin overloads, literally roasting the flesh beneath.

Level 2: Exoskin

Your exoskin grants you an Armor Class of 14 + your Dexterity modifier when you aren't wearing an Aegis suit.

Level 2: Kinetic Armor

Your skin functions much like an Aegis suit. You take no damage from high-pressure environments and can survive without oxygen for 1 minute. Finally, when you take physical damage (Bludgeoning, Piercing, or Slashing) your exoskin's Energy Points increase by 1. The more Energy Points you have, the more benefits you receive.

However, if your energy level climbs too high, you begin to take Heat damage at the end of each of your turns. Any Resistance or Immunity to Heat damage doesn't help when you take damage in this way. You lose all Energy Points when you finish a Short or Long Rest.

The benefits on the Kinetic Armor table are cumulative, but when taking Heat damage take only the highest result.

KINETIC ARMOR >>>>

ENERGY POINTS	CUMULATIVE BENEFITS	DAMAGE
1	Advantage on Strength checks and Strength saving throws	—
2	Speed increases by 10 feet	—
3	Resistance to Bludgeoning, Piercing, and Slashing damage (including on the triggering attack)	—
5	Speed increases by 10 feet (total Speed increase: +20 feet)	2 Heat damage at the end of each of your turns
6	Advantage on attack rolls made with melee weapon attacks	4 Heat damage at the end of each of your turns
7	Resistance to Acid and Cold damage (including on the triggering attack)	8 Heat damage at the end of each of your turns
9+	Speed increases by 10 feet (total Speed increase: +30 feet)	10 Heat damage at the end of each of your turns

Level 3: Dissipate Heat

When you hit a creature with a melee weapon attack, you can dissipate 1d4 Energy Points. At level 7, you control how many Energy Points you dissipate (between 1 and 4). At level 8, you can disperse between 1 and 5 Energy Points and at level 10 you can dissipate between 1 and 7 Energy Points. In all cases, the target you have hit takes Heat damage equal to this amount dissipated.

Level 3: Enhanced Reflexes

You learn to better harness your kinetic energy. While you have 4 or more exoskin Energy Points, you can use a Bonus Action to make a melee attack, take the Move action, or take the Disengage action.

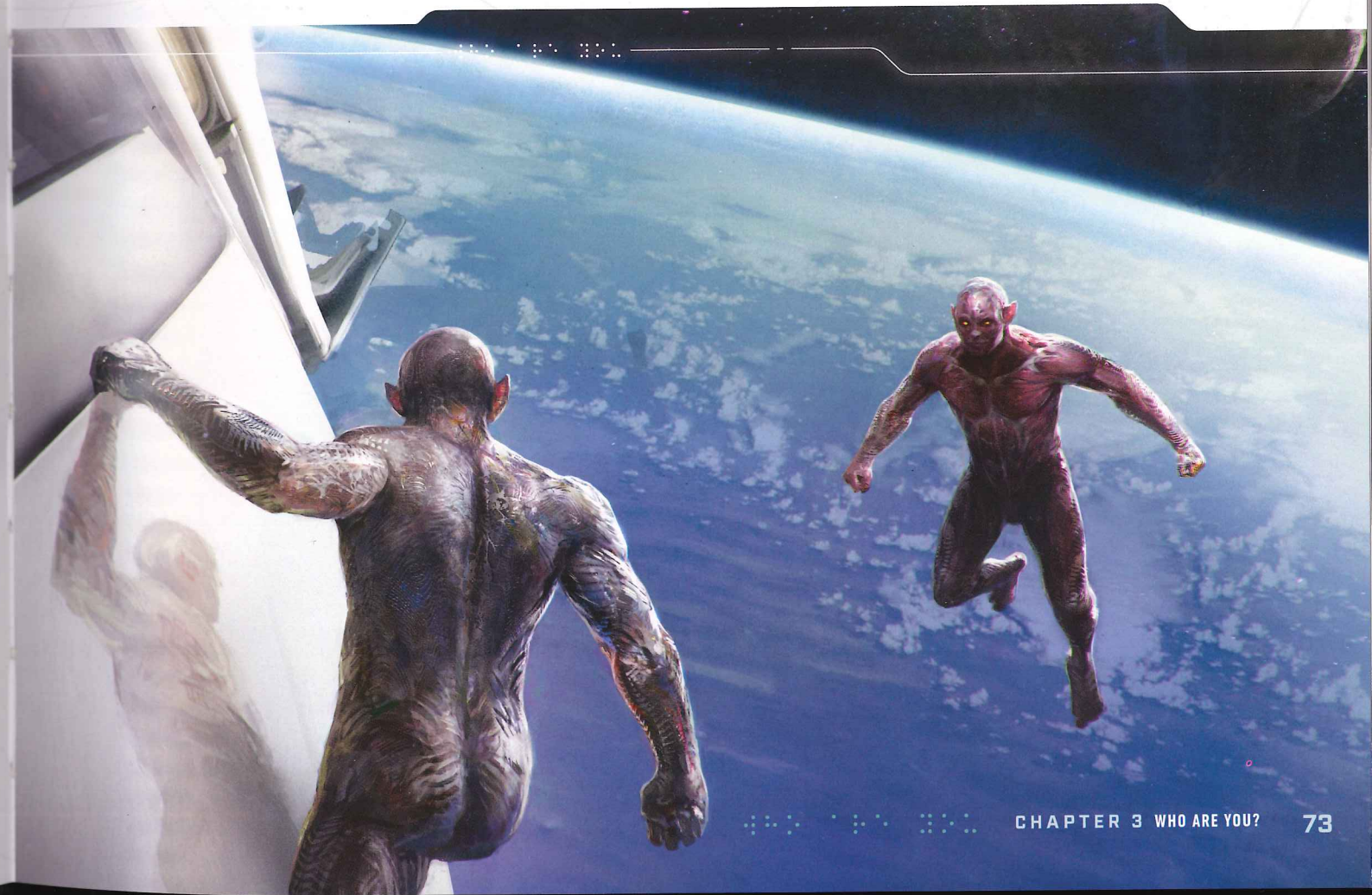
Level 7: Overclocked

When your exoskin's Energy Points are 12 or higher, you have Advantage on all attack rolls, ability checks, and saving throws.

Level 10: Tempered

Any Heat damage you receive from Energy Points is halved.

AARON SIMS CREATIVE





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PRODIGY

A warrior skilled at wielding
powerful Remnants.

RAVDEN CHEN

>>>> SOMETIMES, WHEN A HUMAN

encounters advanced technology, it just seems to speak to them. Nobody's quite sure why. It may be some quirk of brain structure caused by past exposure to exotic materials or unusual energies. It might be because this human represents the first small step towards the next stage in humankind's evolution, closing the gap on the vastly derived Celestial lineages themselves. Regardless, these Prodigies possess a maverick ability to understand and bond with Remnants via neural induction, a process still new to humanity but an established practice among many Celestials. With Celestials this induction works along well-understood pathways. However, a human Prodigy is a wild card, interacting with technology in new and unpredictable ways understood by neither humans nor Celestials.

Over time a Prodigy expands their repertoire, increases their mastery of the devices they uncover, and unlocks new powers—some locked away intentionally by their creators and others based on the Prodigy's entirely unique way of hacking the Remnant's inner workings. The Prodigy grows ever more powerful, always assuming their burgeoning new abilities don't get them killed first, either by jealous Celestials, or their own overconfidence.

A Prodigy's relationship with their devices is complex and shifting, more than merely owner and possession. Most feel the presence of their bonded Remnants as they would additional limbs. What can be a mundane and awkward device in any other hands becomes an extension of the Prodigy's body and mind, performing far beyond its regular tolerances.



While the Remnants sometimes revert to their baseline state on the death of their prodigal wielder, others may malfunction, or even self-destruct, as if in sympathy.

Amongst humans, Prodigies have acquired a reputation for reckless adventures, meddling with powers they don't understand and displaying swash-buckling bravado, the source of countless romantic stories. In reality most of them develop a meticulously cautious nature. In order to further their studies—and their personal development towards something more than human—they have to plumb graveyard worlds, derelict ships, and trapped ruins, none of which repay recklessness. Discipline and foresight are the Prodigal watchwords, and when they don't suffice, they trust in superstition and luck.

Prodigies are seldom able to get what they want through entirely legitimate means. Even those who hold some respectable place in society—and a number are celebrated academics—tend to have networks of connections with underworld organizations and illicit traders of antiquities. The word of a newly discovered Remnant trove can draw them from neighboring star systems, each hoping that their particular gifts will lead the way to the discovery that unlocks a newly discovered Remnant's innate potential.

CREATING A PRODIGY

PRODIGY TRAITS

Hit Points

Hit Dice: 1d8 per level

Hit Points at Level 1: 8 + your Constitution modifier

Hit Points per Level: 1d8 (or 5) + your Constitution modifier

Proficiencies

Armor: Light, Medium, Heavy

Weapons: Blades, Pistols

Saving Throws: Intelligence, Charisma

PRODIGY CLASS FEATURES

As a Prodigy you gain the following class features when you reach the specified Constellation Level. These features are listed on the Prodigy Features table.

Level 1: Neural Induction

When you first become a Prodigy, you unlock your inherent neural induction capabilities, including the ability to use level 1 Treasury Remnants. As you gain levels you can use higher level Treasury Remnants. The Prodigy Features table shows what level of Remnant you can use. You can use the following types of Treasury Remnant: Aegis, Casters, Guns, and Projectors.

You use your Intelligence modifier whenever a Treasury Remnant requires an attack roll or a saving throw.

Treasury Remnant save DC =
8 + your Proficiency Bonus +
your Intelligence modifier.

Treasury Remnant attack modifier =
your Proficiency Bonus +
your Intelligence modifier.

If you die, for each Treasury Remnant that you carry, there is a chance that Treasury Remnant permanently deactivates. That chance is a percentage equal to the level of the Treasury Remnant plus your Constellation Level.



PRODIGY FEATURES >>>>

CONSTELLATION LEVEL	PROFICIENCY BONUS	MAXIMUM REMNANT LEVEL	CLASS FEATURES
1	+2	1	Neural Induction, Traveler's Treasury
2	+2	1	Educated, Prodigy Archetype
3	+2	2	Archetype Feature
4	+2	2	Ability Score Improvement
5	+3	3	Recharge
6	+3	3	Archetype Feature
7	+3	4	—
8	+3	4	Ability Score Improvement
9	+4	5	—
10	+4	5	Archetype Feature

Level 1: Traveler's Treasury

You acquire Treasury Remnants. At level 1, you can choose two level 1 Remnants from the Traveler's Treasury. At level 3 you can choose a level 2 Treasury Remnant. At level 5 you can choose a level 3 Treasury Remnant. At level 7 you can choose a level 4 Treasury Remnant and at level 9, you can choose a level 5 Treasury Remnant. All chosen Treasury Remnants must be of a type you can use, as per your Neural Induction ability.



Level 2: Educated

You are specialized in an academic field of study. Choose one of the following skills in which you have proficiency: Electronics, Genetics, History, or Mechanics. You now have Expertise in the chosen skill. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check.

Level 2: Prodigy Archetype

You must pick an archetype from the two available archetypes: Lancer or Shaper.

Level 4: Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You gain this feature again at level 8.

Level 5: Recharge

You can spend 1 minute manipulating a Celestial item (but not a Remnant). At the end of the minute, one special feature of that item regains all expended uses. You can use Recharge a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

Celestial items are described in chapter 6.

PRODIGY ARCHETYPES

A Prodigy archetype is a specialization that grants you special abilities at certain Prodigy levels, as specified in the archetype. The following section presents the Lancer and Shaper archetypes.



LANCER

The galaxy is all too often shaped by conflict—between humans, between Celestial factions, clashes of the two, or any of the above against the violence of the universe itself. Faced with such constant threat and turmoil, some Prodigies decide that the best defense is an overwhelming offense. Lancers dedicate themselves to the devices of war, seeking out powerful weapons from past or present Celestial civilizations and reworking them for human hands. Or at least the uneasy human-adjacent territory that Prodigies claim. A Lancer's talents are devoted to pushing the limits of their weaponry, and their own ability to use them. The history of the Centauri Cluster is written in war, and those ancient conflicts speak to Lancers through the weapons they take up, filling their minds with the clamor of long-gone battles and the insights of the Celestial warriors who once held the devices they have appropriated. The bonds they forge with their devices not only enhance the destructive powers of the technology but provide feedback into their own reflexes and awareness. As they hone their weapons so they themselves are honed, until the two together become an unparalleled battlefield maestro.

Level 2: Pushing Limits

When you choose this archetype, you gain Advantage on Initiative rolls. Additionally, when you use a Treasury Remnant to attack, your attacks are made with Advantage against creatures that have not yet acted in combat.

Level 3: Enhanced Ability Scores

You can increase two ability scores of your choice by 2. You can't increase an ability score above 20 using this feature.

Level 6: Lethal Mind

When you hit a target with a Treasury Remnant, you add your Intelligence modifier to any damage delivered.

Level 10: Overwhelming Power

You become an instrument of destruction. After you hit a target with a Treasury Remnant and it inflicts damage on the target, you can choose to double that damage. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a Long Rest. If the resulting damage kills the target creature, you regain one expended use of this feature.

SHAPER

Shapers are Prodigies whose talents lie in pushing the boundaries of Celestial technology when it falls into their hands. Perhaps the ultimate expression of Celestial achievement is the ubiquitous use of livestone throughout the Cluster. Though rock-like in appearance once it has been shaped into its final form, active livestone is a fluidic material, and capable of manipulation by Shapers who generate electro-neural impulses, via specialized gauntlets. A Shaper, in control of such a gauntlet, harnesses livestone to do everything from repairing and building structures to transforming and unleashing livestone as a weapon to disrupt, ensnare, or crush enemies.

As they grow in ability and confidence Shapers become capable of more advanced forms of livestone manipulation and can wield these abilities more often and with greater effect.

Level 2: Livestone Gauntlet

You receive a *Livestone Gauntlet*, a specialized piece of Celestial technology granting you an enhanced ability to understand and manipulate livestone. You can now use Sankhara Treasury Remnants. When obtained, Sankhara are added directly to your *Livestone Gauntlet* (see the “Livestone (Sankhara)” section in chapter 7 for descriptions of these Remnants).

Livestone Capacity. Manipulating livestone is exhausting, even while wearing the gauntlet and using Sankhara. Your maximum Livestone Capacity is equal to 2 plus your Constellation Level. Each time you use a Sankhara, you deduct that Remnant's level from your remaining Livestone Capacity. That is, if you have a current Livestone Capacity of 4 and use a level 3 Sankhara, your current Livestone Capacity is now 1, meaning you only have enough stamina to use one more level 1 Sankhara. If you don't have sufficient Livestone Capacity to use a Sankhara, you can't.

Expended Livestone Capacity is regained when you finish a Long Rest.

Level 3: Adaptable

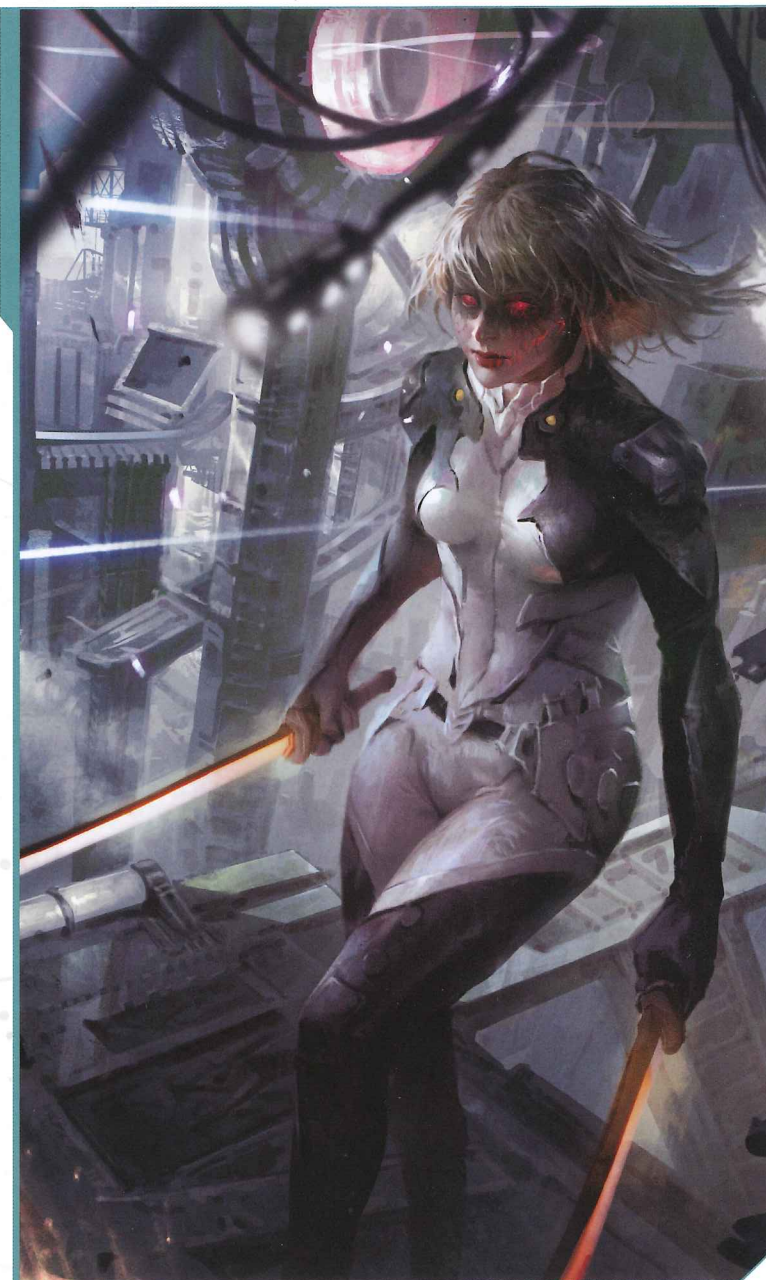
Whenever you gain a Constellation Level, you can replace any Sankhara Treasury Remnant you have with a different Sankhara from the Traveler's Treasury. These new Sankhara must be the same level as the Sankhara you trade in.

Level 6: Potent

You add +2 to your Livestone Capacity and you now regain expended Livestone Capacity whenever you finish a Short or Long Rest.

Level 10: Livestone Focus

Choose one level 3 or lower Sankhara Treasury Remnant. It no longer reduces your Livestone Capacity when used. Whenever you finish a Long Rest, you can swap out this Sankhara and choose a different level 3 or lower Sankhara to focus on.





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RANGER

A nomad, traveling the Cluster with
loyal Awakened companions.

SERGEI SARICHEV

BACK ON EARTH BEFORE THE ARKS LEFT, HUMAN

scientists looked to many of the species they shared the planet with as partners, tools, and servants to explore the universe. This "Awakening" used carefully calibrated genetic engineering to enhance the intelligence of a variety of animals, creating sapient species that humans took to the stars with them. Now Awakened animals live amongst humans almost everywhere, at all levels of society. Most lack the capacity for speech but communicate electronically or by using nonverbal cues that humans can learn to understand.

Their position in human society is curious. They were made to serve, but the majority have gained at least a qualified independence, choosing roles that suit their nature. At the same time, they seldom hold power and influence for themselves. An unspoken prejudice against them as mere "animals" remains.

Rangers are those humans who work closely with Awakened and share their lives. For some the relationship is pragmatic and professional, but many find a more spiritual significance in the association. The Awakened are the doorway to a life lived more fully: to experience the world through a different sensorium, to walk on other feet, to shed the meaningless complexities that humans all too often surround themselves with. Whilst most humans meet and interact with Awakened in a variety of roles, Rangers are those

who sacrifice part of their human lives to meet their Awakened comrades halfway, forming lifelong bonds with one or more animals and learning to work with them as if they shared minds and instincts. A Ranger's companion is another self, advising, guiding, and warning them, but forever pulling them away from regular human society.

Some humans view Rangers with a level of suspicion. They are strange, often unsociable, intolerant of conditions that their companions dislike, but that most humans wouldn't think twice about forcing on an animal. Over the course of humanity's spread through the Cluster, Rangers have been infamous criminals, revolutionaries, freedom fighters, and trailblazers. Military units, explorers, and Traveler expeditions have learned to rely on their insight and skills, but their close bond with their Awakened friends always sets them a little apart from their own human kind.

Rangers are a paradox: loners whose natural unit is the group. As well as their Awakened companions, they use limited neural induction to augment their hunting packs with drones, especially where hostile conditions limit the actions of their living companions. Experienced Rangers live a life scattered across different bodies, a single mind coordinating their own squad of scouts or warriors that work together in perfect harmony.



SERGEI SARICHEV

CREATING A RANGER

RANGER TRAITS

Hit Points

Hit Dice: 1d8 per level

Hit Points at Level 1: 8 + your Constitution modifier

Hit Points per Level: 1d8 (or 5) + your Constitution modifier

Proficiencies

Armor: Light, Medium

Weapons: Blades, Drones, Explosives, Pistols, Rifles, Shotguns

Saving Throws: Dexterity, Wisdom

RANGER CLASS FEATURES

As a Ranger, you gain the following class features when you reach the specified Constellation Level. These features are listed on the Ranger Features table.

Level 1: Neural Induction

When you first become a Ranger, you can use level 1 Treasury Remnants. These Remnants must be Guns or Remotes. As you gain levels you can use higher level Treasury Remnants. The Ranger Features table shows what level of Treasury Remnant you can use.

You use your Wisdom modifier whenever a Treasury Remnant requires an attack roll or a saving throw.

Treasury Remnant save DC =
8 + your Proficiency Bonus +
your Wisdom modifier.

Treasury Remnant attack modifier =
your Proficiency Bonus +
your Wisdom modifier.

Level 1: Traveler's Treasury

You acquire Treasury Remnants. At level 1, you can choose a level 1 Treasury Remnant from the Traveler's Treasury. At level 5 you can choose a level 2 Treasury Remnant. At level 9 you can choose a level 3 Treasury Remnant. These Treasury Remnants must be Guns or Remotes.



Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery property of two weapons of your choice with which you have proficiency. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

Level 2: Awakened Companion

You must choose a lesser Awakened companion from the "Ranger Awakened Companions" section.

Commanding Companions. In combat, the companion acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action, unless you take a Bonus Action on your turn to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the companion to take the Attack action. If you have the Incapacitated condition, the companion can take any action of its choice.

Level 2: Nascent Connection

Your bond with Awakened creatures helps them survive otherwise fatal situations. Whenever your Awakened companions are reduced to 0 Hit Points, they immediately stabilize. If one of your companions die, you have enough connections to acquire a new, similar companion after you finish a Long Rest at any human settlement.

Level 4: Additional Companion

You can choose another lesser companion to accompany you, for a total of two companions. You can also now change the types of companions you command at any human settlement, though you are limited to lesser companions.

When you reach level 7, you can choose a third companion. This companion can be a greater companion if you choose, though you are limited to only one greater companion at a time. The other two must be lesser companions.

RANGER FEATURES >>>

CONSTELLATION LEVEL	PROFICIENCY BONUS	MAXIMUM REMNANT LEVEL	CLASS FEATURES
1	+2	1	Neural Induction, Traveler's Treasury, Weapon Mastery
2	+2	1	Awakened Companion, Nascent Connection
3	+2	1	—
4	+2	1	Ability Score Improvement, Additional Companion
5	+3	2	Extra Attack
6	+3	2	Sweat the Small Stuff
7	+3	2	Additional Companion
8	+3	2	Ability Score Improvement
9	+4	3	Commander
10	+4	3	Tireless

Commanding Companions. If you have multiple companions, each command you give applies only to one of them. That is, if you have a bear and a canine companion and you use your Bonus Action to provide a command to the canine, the command applies only to the canine, not the bear. You could also sacrifice one of your attacks however, to let the bear make an attack instead of you.

Level 4: Ability Score Improvement

You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You gain this feature again at level 8.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 6: Sweat the Small Stuff

You learn to better command and coordinate your companions. While at least two of your companions are adjacent to the same enemy, they each gain +2 AC, and each has Advantage on attacks targeting that enemy.

You have also become an expert in Awakened physiology, allowing you to use a Bonus Action to restore a number of Hit Points equal to your level to an injured companion within 10 feet of you. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a Short or Long Rest.

Level 9: Commander

Your ability to inspire and command allies becomes unmatched. Whenever you use your Bonus Action to command an Awakened companion, you can command multiple companions, giving each a different command, if desired. If you also control Constructs (drones or Remotes) and the command you give your Awakened is a command that the Constructs can obey, they also take that action, in addition to any other actions they can take on your turn.

Level 10: Tireless

You and your small squad of companions are tireless survivors, granting you the following benefits:

Restful. Whenever you finish a Short Rest, your Exhaustion level, if any, and any Exhaustion levels of one or more animal companions within 20 feet, decreases by 1.

Temporary Hit Points. As an action, you can give yourself and one animal companion within 20 feet, a number of Temporary Hit Points equal to 1d8 plus your level. You can use this action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a Long Rest.

RANGER AWAKENED COMPANIONS

In the following section you can find information and stat blocks for the Awakened companions available to you. These stat blocks use your Proficiency Bonus (PB) and Wisdom modifier in several places to allow the companion to improve with you as you gain Constellation Levels.



BEAR

Nobody messes with a bear. Adaptable, fiercely protective, and powerful, bear companions are a definite statement that a Ranger means business. On the downside, they are far from subtle tools. Rangers who work alongside them often exhibit the bear's vices, becoming fond of glutting themselves with anything edible, and often oversleeping. As well as their

formidable strength and endurance, Awakened bears are equipped to carry hives of bee remotes, engineered to provide medical aid to the Ranger and their comrades. When the fight is on a Ranger couldn't want a more stalwart companion than a bear.

Greater Companions

Bears are greater companions and can't be selected as a companion until you are level 7 or higher.

AWAKENED BEAR COMPANION

LARGE BEAST [AWAKENED]

AC 13 plus your Wisdom modifier **Initiative** +0 (10)
HP 10 plus five times your level (the beast has a number of Hit Dice [d10s] equal to your level)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+0	CON	16	+3	+3
INT	10	+0	+0	WIS	14	+2	+2	CHA	10	+0	+0

Resistances Poison, Radiation
Senses Passive Perception 12
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

ACTIONS

Multiattack. The bear makes two Claw attacks. It can replace one of the attacks with a Bite attack.

Claw. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 2d4 + 4 plus your Wisdom modifier Slashing damage.

Bite. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 2d8 + 4 plus your Wisdom modifier Piercing damage.

Killer Bees. *Ranged Attack Roll:* Bonus equals your Treasury Remnant attack modifier, range 40 ft. *Hit:* 2d10 plus your Wisdom modifier Poison damage.

Revival Bees (Recharge 6). The bear sends its bees to swarm around a dead creature within 60 feet of it. They then inject a biological agent that restarts the nervous and cardiovascular system. The target returns to life with 1 Hit Point. If the creature has been dead for more than 1 minute, this ability has no effect.



BOAR

Some of the most intelligent Awakened are pig variants, in whom the genetic engineering process met an already formidable natural intellect. Awakened boars marry incisive minds with a powerful suite of senses, including a sense of smell exceeding that of dogs. Pigs often acquire complex language, craft, technical, and

science skills that most Awakened don't bother with. As some of the most common Awakened they are also more social than most, more than able to ingratiate themselves with humans, as well as draw on the wide network of their conspecifics that exists in most human communities. When things kick off, though, their natural ferocity can be terrifying.

AWAKENED BOAR COMPANION

MEDIUM BEAST (AWAKENED)

AC 12 plus your Wisdom modifier **Initiative** +0 (10)
HP 5 plus five times your level (the beast has a number of Hit Dice [d8s] equal to your level)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	11	+0	+0	CON	12	+1	+1
INT	12	+1	+1	WIS	12	+1	+1	CHA	14	+2	+2

Senses Passive Perception 11
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Aware. The boar has Advantage on Wisdom (Perception) checks.

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

Enduring Ally. If damage reduces the boar to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken. On a successful save, the boar drops to 1 Hit Point instead.

ACTIONS

Tusk. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 1d6 + 2 plus your Wisdom modifier Slashing damage. If the boar moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 1d6 Slashing damage.



CANINE

Wolves and dogs are two sides of the same coin, and Awakened can usually play either on demand. Amongst friends they are loyal and steadfast, reliable and obedient, and they always respect boundaries and rules. Let off the leash, they can give vent to their wilder side, becoming remorseless hunters equipped

with the best biological and technological aids to find their quarry. No Awakened is more suited to fighting alongside a human, choosing when to take the lead or when to follow, and always anticipating their comrades' actions. With the boon of Awakening, humanity's oldest allies remain humanity's most dedicated protectors as dogs, and their avengers as wolves.

AWAKENED CANINE COMPANION

MEDIUM BEAST [AWAKENED]

AC 13 plus your Wisdom modifier **Initiative** +2 (12)
HP 5 plus five times your level (the beast has a number of Hit Dice [d8s] equal to your level)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	15	+2	+2	CON	15	+2	+2
INT	10	+0	+0	WIS	15	+2	+2	CHA	12	+1	+1

Senses Passive Perception 12
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Aware. The canine has Advantage on Wisdom (Perception) checks.

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

Pack Tactics (Canine Persona Only). The canine has Advantage on an attack roll against a creature if at least one of the canine's allies is within 5 feet of the creature and the ally isn't Incapacitated.

ACTIONS

Bite. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 2d4 + 2 plus your Wisdom modifier Piercing damage, and the target must succeed on a Strength saving throw with a DC equal to your Treasury Remnant save DC or have the Prone condition.

BONUS ACTIONS

Savage (Wolf Persona Only). The canine makes a Bite attack with Advantage against a Prone target.

REACTIONS

Wolf Switch. *Trigger:* The canine takes damage. *Response:* The canine can switch to its wolf persona. It remains in its wolf persona for 1 minute.



FROG

Awakened frogs (also known as kay) are some of the more heavily engineered species, created with an eye for hostile environments. As well as being fully amphibious and a stealthy infiltrator equally at home in the water or on land, Awakened frogs develop with

a suite of artificial capabilities based on their immediate environment. Frogs depart more widely than most Awakened from their natural states and many can absorb toxins from their surroundings and use internal factories to generate their own chemical arsenal in service of their Ranger companion.

AWAKENED FROG COMPANION

MEDIUM BEAST [AWAKENED]

AC 13 plus your Wisdom modifier **Initiative** +2 (12)
HP 4 plus five times your level (the beast has a number of Hit Dice [d8s] equal to your level)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	DEX	14	+2	+2	CON	15	+2	+2
INT	10	+0	+0	WIS	12	+1	+1	CHA	8	-1	-1

Resistances Acid, Poison
Senses Darkvision 30 ft., Passive Perception 11
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Amphibious. The frog can breathe air and water.

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

Standing Leap. The frog's Long Jump is up to 20 feet and its High Jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 1D6 + 1 plus your Wisdom modifier Piercing damage. A Medium-sized or smaller target has the Grappled condition (escape DC equals your Treasury Remnant save DC).

Venomous Spit. *Ranged Attack Roll:* Bonus equals your Treasury Remnant attack modifier, range 15/30 ft. *Hit:* 1d8 + 2 plus your Wisdom modifier Poison damage.



RAVEN

The benefits of a raven companion are obvious. They may not be the hardest hitting Awakened in a fight but their incredible agility in the air make Awakened ravens the forward scouts of choice for any human exploration effort. Brains already complex and clever

before Awakening now contribute to a remarkable ability to meddle with technology far beyond what foot and beak should be capable of. The one drawback is perhaps their insistence to stick that beak into all manner of things that don't concern them and drag their Ranger in too.

AWAKENED RAVEN COMPANION

MEDIUM BEAST [AWAKENED]

AC 14 plus your Wisdom modifier **Initiative** +2 (12)
HP 4 plus four times your level (the beast has a number of Hit Dice [d8s] equal to your level)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	9	-1	-1	DEX	15	+2	+2	CON	11	+0	+0
INT	14	+2	+2	WIS	11	+0	+0	CHA	11	+0	+0

Senses Passive Perception 10
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

Flyby. The raven doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

ACTIONS

Talons. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 3d4 + 2 plus your Wisdom modifier Slashing damage.



TIGER

Perhaps no Awakened can strike fear into an enemy like a tiger can. Augmenting their native stock's combination of grace and raw power with a human-level intellect and understanding, tigers are stealthy hunters, lurkers in the darkness. They are experts in using cover to strike from ambush before fading back into the scenery. A Ranger who works as an assassin

or infiltrator could wish for no better companion. However, tigers tend towards proud and haughty personalities, don't play well with others, and are often jealous of their companion's time and attention.

Greater Companions

Tigers are greater companions and can't be selected as a companion until you are level 7 or higher.

AWAKENED TIGER COMPANION

LARGE BEAST [AWAKENED]

AC 15 plus your Wisdom modifier **Initiative** +3 (13)
HP 8 plus five times your level (the beast has a number of Hit Dice [d10s] equal to your level)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	16	+3	+3	CON	14	+2	+2
INT	11	+0	+0	WIS	14	+2	+2	CHA	10	+0	+0

Senses Darkvision 60 ft., Passive Perception 12
Languages understands Standard
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Companion Bond. Add your Proficiency Bonus to any ability check or saving throw the companion makes.

ACTIONS

Multiattack. The tiger makes one Pounce attack and uses Prowl.

Pounce. *Melee Attack Roll:* Bonus equals your Treasury Remnant attack modifier, reach 5 ft. *Hit:* 3d8 + 3 plus your Wisdom modifier Slashing damage. If the tiger has Advantage on the attack roll, the target takes an extra 1d8 Slashing damage and, if it is Huge or smaller, has the Prone condition.

Prowl. The tiger moves up to half its Speed without provoking Opportunity Attacks. At the end of this movement, the tiger can take the Hide action.

ANCHORS AND TIME DILATION



You travel the stars. Going on Exodus means leaving those you care about behind. Years will pass for them, while only weeks, days, or hours go by for you. Select an anchor from the options below and review chapter 10 to understand how this passage of time affects your relationship with your anchor.

BEST FRIEND

You have known each other since childhood and have stood by each other through thick and thin. And even though you now walk different paths, you will always remain close.

CHILD

You have raised your child by yourself for several years; nothing is more important to you. But when the Travelers came, you knew you had to accept the call. You must leave your child behind with a trusted caretaker as they begin schooling, knowing it is the only way to secure a better future for them.

FAMILY

The two most important people in your world are your spouse and your child. They are the reason you joined the Travelers—to create a better future for them. And even though you must be separated from them for long stretches, it is a sacrifice you are willing to make.

MENTOR

You wouldn't be the person you are today without the teaching and support of your mentor. They saw something special in you as a youth, then carefully fostered and nurtured it. You can't imagine what you would be without your mentor's influence, and you will be eternally grateful for their guidance and advice.

PARENT

You were raised by a single parent and the two of you are very close. You understand the sacrifices they made for you growing up and you know the long absences your work with the Travelers require will be hard on them. But you also know they are proud of you and what you are doing.

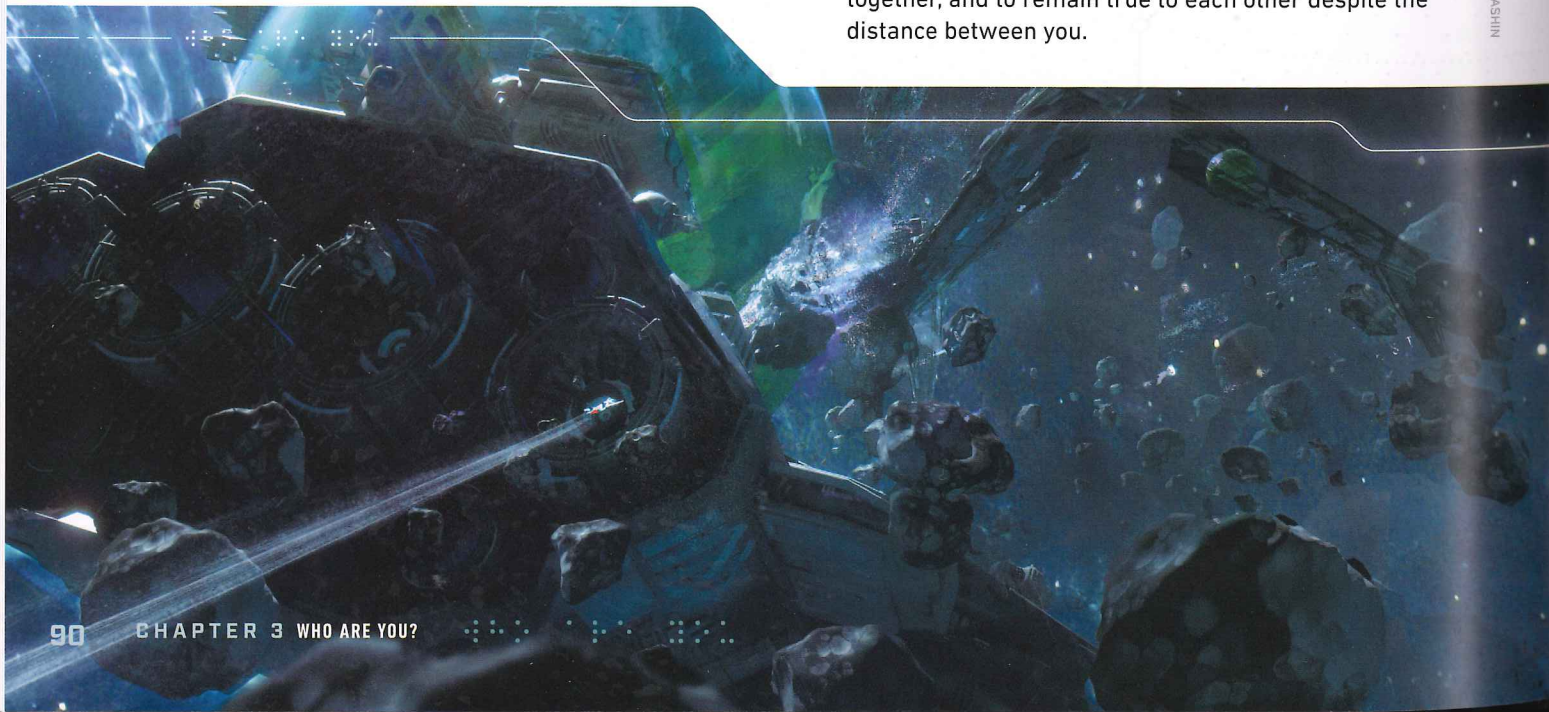
SIBLING

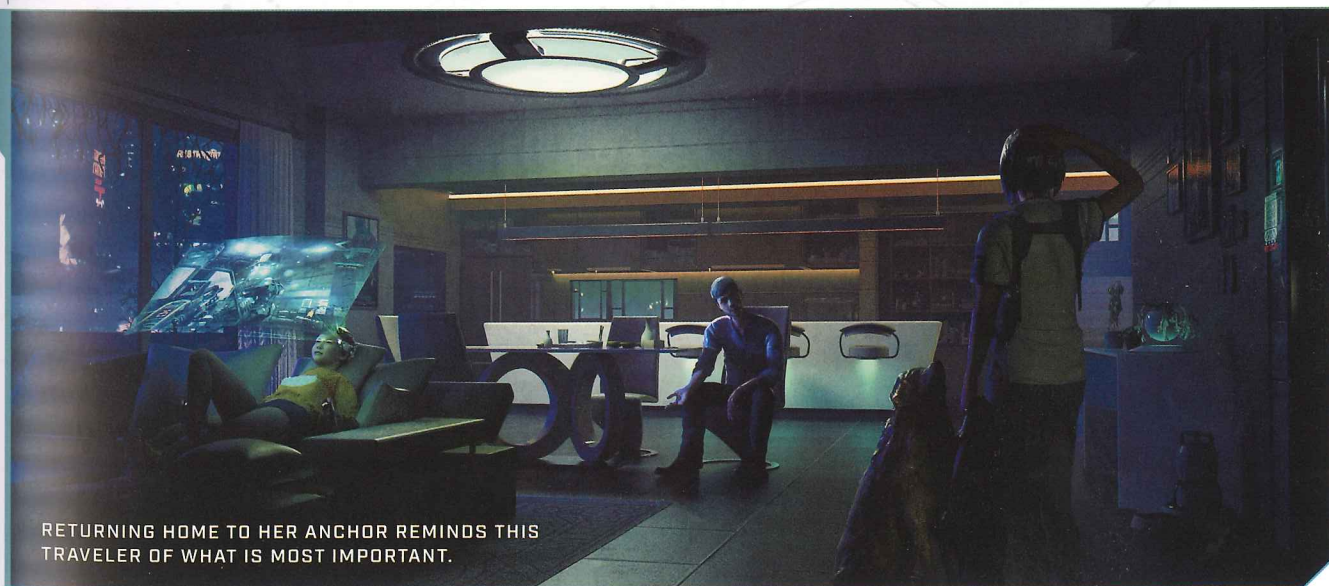
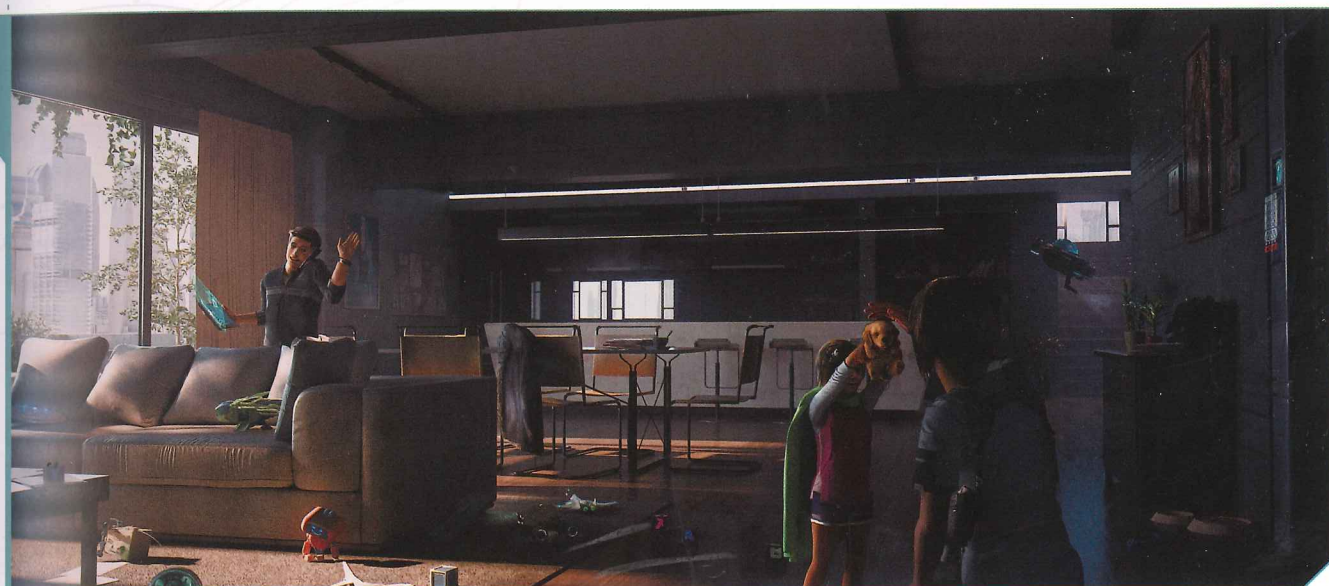
Despite being born only a few years apart, you and your sibling have very different personalities. Growing up, sibling rivalry was very real, and you often fought and argued. But you also watched over and cared for each other. Now you have joined the Travelers, but the special bond you share with your sibling remains as strong as ever.

SPOUSE/PARTNER

When you found the love of your life, you never imagined you could be separated. But your partner understands you must answer the call of the Travelers, even if it means years may pass between the times you see each other. You both vow to cherish the times you have together, and to remain true to each other despite the distance between you.

WADIM KASHIN





RETURNING HOME TO HER ANCHOR REMINDS THIS TRAVELER OF WHAT IS MOST IMPORTANT.

ALEX FIGINI

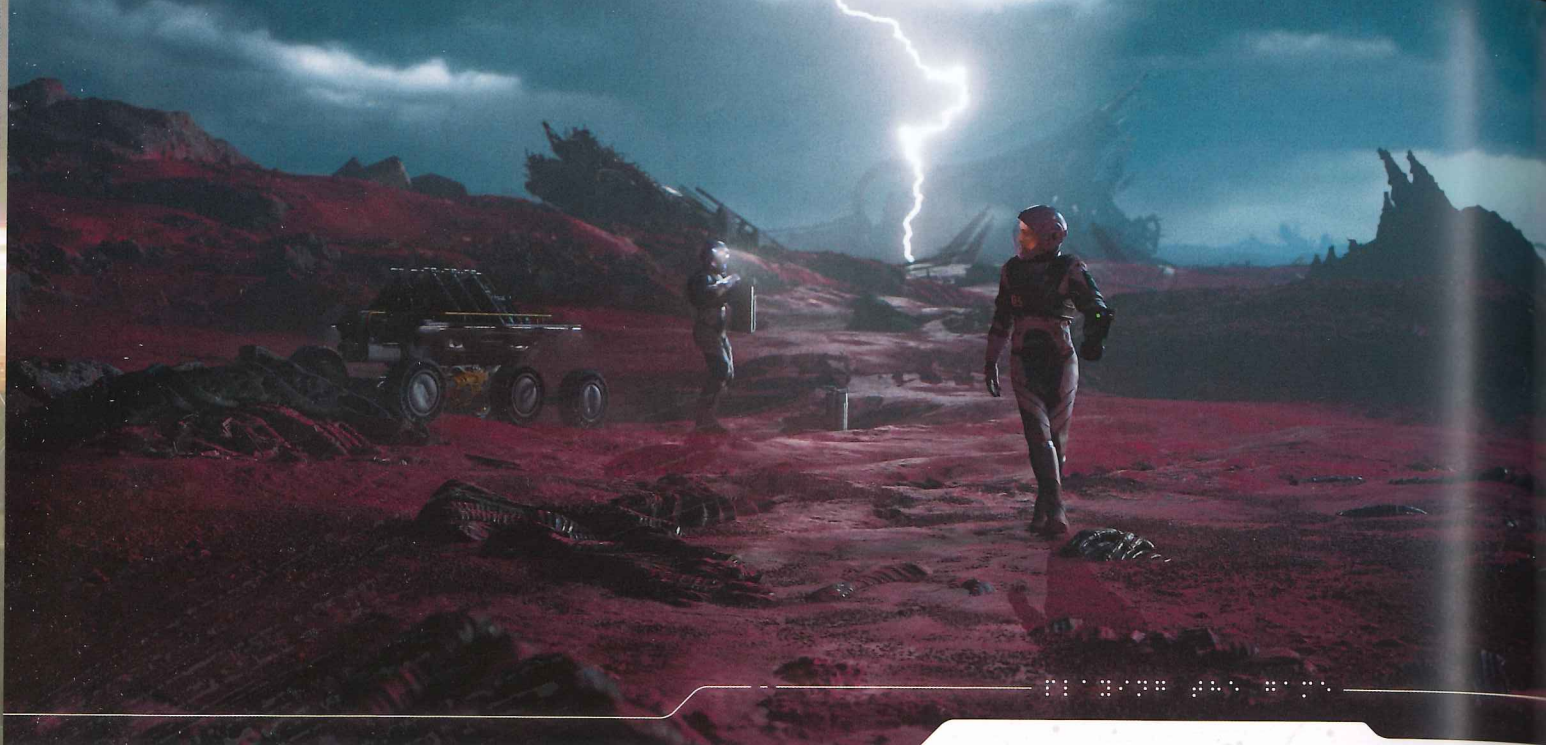


CHAPTER 4

PLAYING THE GAME

■■■■■■ ■■■■■■ ■■■■■■ ■■■■■■ ■■■■■■ ■■■■■■

The Cluster hits hard and you need to know how to hit back even harder. Otherwise ... you won't make it.



BLUR STUDIO

»»»» **MOST CHALLENGES THAT ARISE AS** characters explore the Cluster resolve based on rolling a d20 (a 20-sided die).

D20 TESTS

When the outcome of an action is uncertain, the game relies on the result of a d20 roll to determine success or failure. These rolls are called D20 Tests and they come in three kinds: ability checks, attack rolls, and saving throws. They follow these simple steps:

Roll the d20. You want to roll high.

Add Modifiers. These modifiers often include an ability modifier, and the character's Proficiency Bonus. They are added to the number rolled on the d20.

Apply Circumstantial Bonuses and Penalties. A class feature, a particular circumstance, or some other effect might give a bonus or penalty to the check.

Compare the Total to a Target Number. If the total equals or exceeds the target number, the ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The GM is usually the one who determines target number and tells players when their rolls succeed or fail. The target number for an ability check or saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC).



RAYDEN CHEN

DICE NOTATION

The dice used in the *EXODUS RPG* are referred to by the letter *d* followed by the die's number of sides: *d4*, *d6*, *d8*, *d10*, *d12*, and *d20*. For instance, a *d6* is a six-sided die, and a *d20* is a twenty-sided die. The rules sometimes refer to rolling a *d100*. The common way to roll 1*d100* uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One die—that you designate before rolling—gives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the ones digit, for example, the number rolled is 71. Two 0s represent 100.

04 01

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability tells you that you have Advantage or Disadvantage on a D20 Test. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage and use the lower roll if you have Disadvantage. For example, if you have Disadvantage and roll a 17 and a 5, you use the 5. If you instead have Advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants Advantage or imposes Disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant Advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both Advantage and Disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances

impose Disadvantage and only one grants Advantage or vice versa. In such a situation, you have neither Advantage nor Disadvantage.

You usually gain Advantage or Disadvantage through the use of special abilities, actions, or special items. The Game Master can also decide that circumstances influence a roll in one direction or the other and grant Advantage or impose Disadvantage as a result.

PROFICIENCY BONUS

Characters have a Proficiency Bonus determined by their Constellation Level. Creatures also have this bonus, which is incorporated in their stat blocks. The bonus is added to ability checks when the GM determines that a skill proficiency is relevant to the check, it is also added to saving throws if the character is proficient in that saving throw, and to attack rolls if the character is proficient with the weapon being used to make the attack.

Your Proficiency Bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your Proficiency Bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.



ABILITY SCORES AND MODIFIERS

Every character and creature in the game has six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table. The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most characters. These ability scores and the ability modifiers derived from them are the basis for almost every d20 roll that a player makes on a character's behalf. Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score isn't just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but characters and many enemies are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Characters can have scores as high as 20, unless an item or feature says otherwise. Opponents can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

ABILITY DESCRIPTIONS >>>>

ABILITY	SCORE MEASURES ...
Strength	Physical might
Dexterity	Agility, reflexes, and balance
Constitution	Health and stamina
Intelligence	Reasoning and memory
Wisdom	Perceptiveness and mental fortitude
Charisma	Confidence, poise, and charm

ABILITY MODIFIERS >>>>

SCORE	MODIFIER	SCORE	MODIFIER
1	-5	16-17	3
2-3	-4	18-19	4
4-5	-3	20-21	5
6-7	-2	22-23	6
8-9	-1	24-25	7
10-11	0	26-27	8
12-13	1	28-29	9
14-15	2	30	10



ABILITY CHECKS

An ability check tests a character or creature's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or creature attempts an action (other than an attack) that has a chance of failure.

When the outcome is uncertain, the dice determine the results. For every ability check, the GM decides which ability is relevant to the task at hand (a Strength check or an Intelligence check, and so on) and the GM determines the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

TYPICAL DIFFICULTY CLASSES >>>>

TASK DIFFICULTY	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other D20 Tests, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or creature makes no progress toward the objective or makes progress combined with a setback determined by the GM.

SKILL PROFICIENCIES

All Travelers specialize in different areas depending on their background and interests. These specializations are represented as skills—a measure of how good a person is at a specific action. Skill proficiency should reflect the various experiences a Traveler has gone through, and the lessons they learned as a result. No single Traveler is an expert at everything they come across, which is why Travelers often search out complementary companions to bolster their skillset.

All humans are capable of the skills summarized on the Skills table unless there is a good reason for them not to be (i.e., a human from a pre-industrial civilization can't use a computer or starship). A character or creature's skill modifier is determined by the skill's associated ability modifier along with a Proficiency Bonus if the creature is considered proficient or an expert. A creature can still attempt a basic ability check, even if they aren't proficient or don't have Expertise in the indicated skill. Proficiency and Expertise indicate advanced skill with using an ability in specialized situations.

Basic Ability Check
(No proficiency or Expertise) =
Only your ability modifier

Proficient = Your ability modifier +
your Proficiency Bonus

Expert = Your ability modifier +
(your Proficiency Bonus × 2)

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for hidden

SKILLS >>>>

SKILL	ABILITY
Acrobatics	Dexterity
Astronautics	Intelligence
Athletics	Strength
Botany	Intelligence
Culture	Intelligence
Deception	Charisma
Electronics	Intelligence
Genetics	Intelligence
History	Intelligence
Insight	Wisdom
Mechanics	Wisdom
Medicine	Wisdom
Perception	Wisdom
Persuasion	Charisma
Piloting	Dexterity
Stealth	Dexterity
Streetwise	Wisdom
Zoology	Intelligence

compartments over and over again or can be used when the Game Master wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden enemy. Here's how to determine a character's total for a passive check:

Passive check =
10 + all modifiers that normally
apply to the check

If the character has Advantage on the check, add 5. For Disadvantage, subtract 5. The game refers to a passive check total as a score. For example, if a level 1 character has a Wisdom of 15 and proficiency in Perception, they have a passive Wisdom (Perception) score of 14. This is known as their Passive Perception score.

ACROBATICS



Your Dexterity (Acrobatics) check covers any feats of physical dexterity or reflexes. Some examples might include dodging, balancing, and parkour.

Example: Moving in Zero Gravity

Generally, in zero-gee, creatures can move only in a straight line unless able to spring themselves off a fixed object. If you succeed on a DC 15 Dexterity (Acrobatics) check you can change your direction of movement in zero-gee.



SEBASTIAN KOWALL

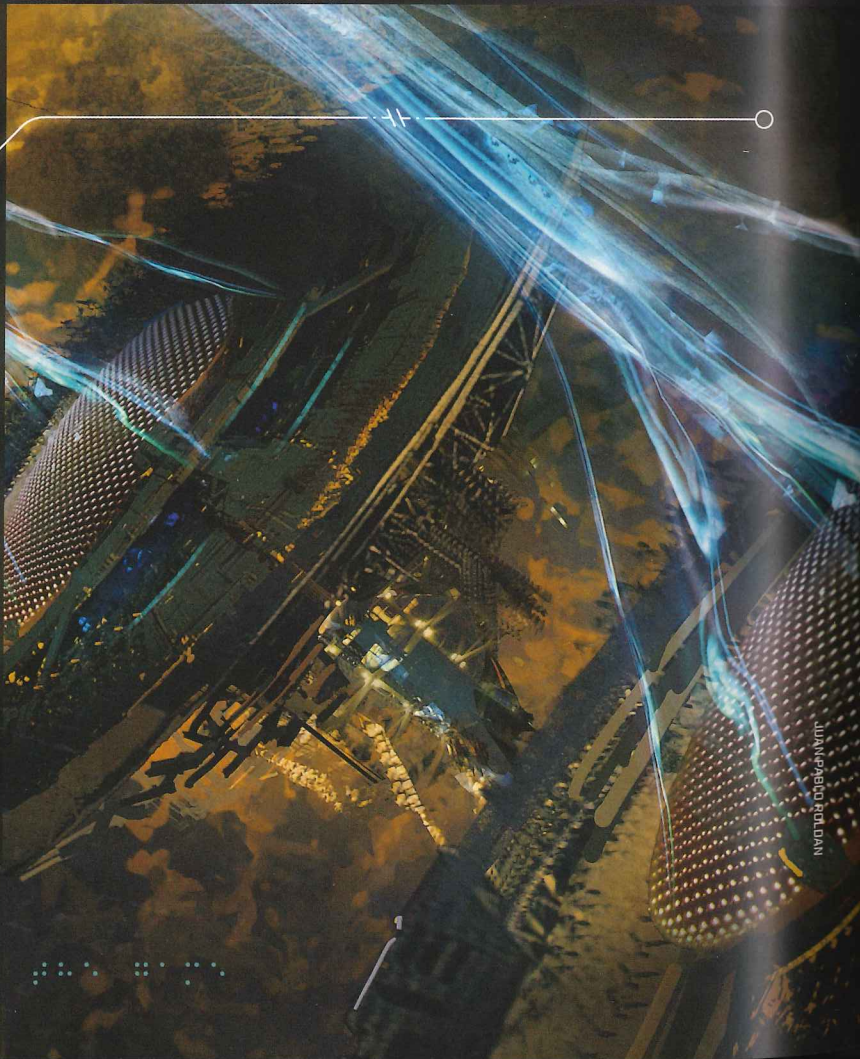
ASTRONAUTICS



Your Intelligence (Astronautics) check measures your understanding of the intricacies of an interstellar craft, and whether you can successfully command it under stressful circumstances. Some examples might include properly using onboard technology, identifying devices on a new ship, and landing or docking.

Example: Space Navigation

You need to chart a course to another in-system world. If you succeed on a DC 12 Intelligence (Astronautics) check you easily determine how to reach a well-traveled world. Had you succeeded on a DC 15 check, you could navigate to a world only recently added to navigation systems, and a successful DC 20 check lets you discover unfamiliar worlds in your system. Failing these checks incurs a delay of 1d4 weeks of travel time.



JUAN PABLO ROLDAN

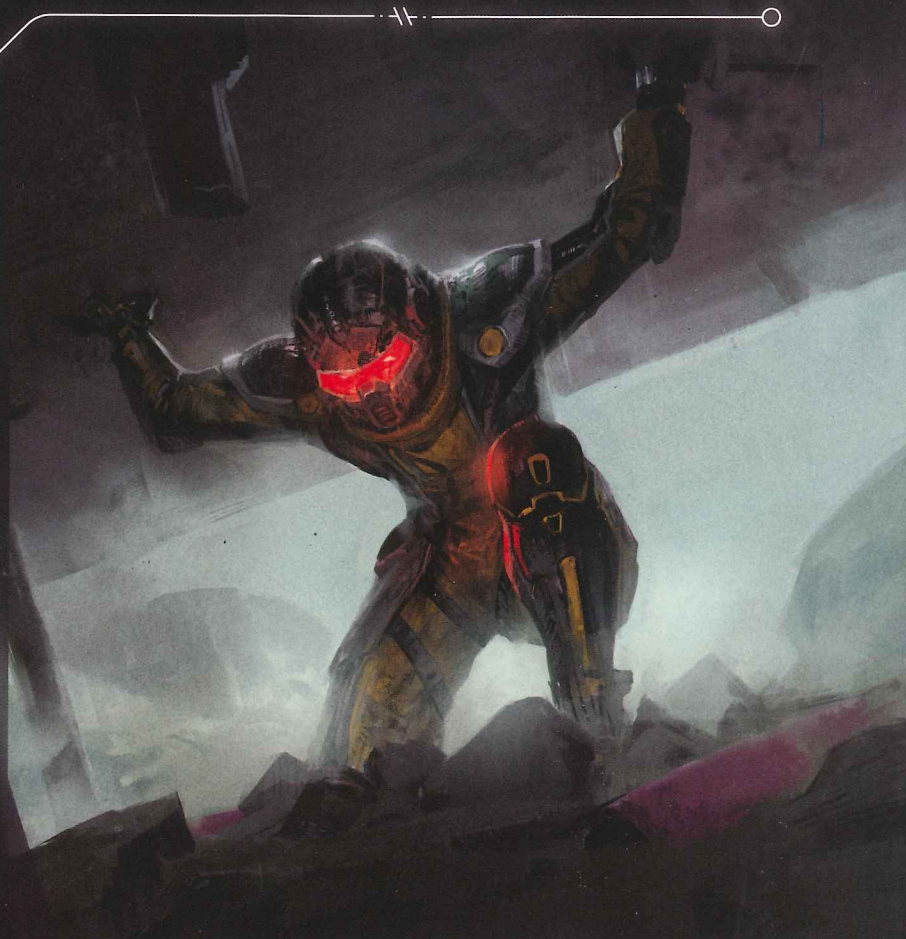
ATHLETICS



Your Strength (Athletics) check covers situations when feats of endurance and physical strength are necessary. Some examples might include running, swimming, and lifting heavy objects.

Example: Moving an Object

You need to push an object out of the way to access a control hatch. If you succeed on a DC 14 Strength (Athletics) check you push aside a moderately heavy object. A very heavy object might have a DC of 20.



SEBASTIAN KOWOLL

BOTANY



Your Intelligence (Botany) check measures your extensive knowledge of the natural world's various plant species. Some examples might include determining potential uses of new plants; understanding their natural habitat, function or purpose; and potential botanical dangers.

Example: Curing Dangerous Allergies

Settlers living in an unexplored region of your world begin suffering from an allergic reaction to an odd plant. If you succeed on a DC 15 Intelligence (Botany) check, you can concoct a treatment to alleviate those allergies.



SEBASTIAN KOWOLL

CULTURE



Your Intelligence (Culture) check measures your ability to assess cultural cues and determine the right course of action when interacting with an unfamiliar culture. Some examples might include observing cultural norms, communicating intentions, brokering peace, and saving face.

Example: First Contact

If you succeed on a DC 17 Intelligence (Culture) check, you understand the unfamiliar Changeling society you've just encountered and can fathom even complicated aspects of their culture.



JULIAN CALLE

DECEPTION



Your Charisma (Deception) check determines whether you convincingly tell a lie, hide the truth, or succeed in some other form of social manipulation. Some examples might include blatant lies, half-truths, withholding information, and pretend personalities.

Example: Social Engineering

After spending time scouting and undertaking research you attempt to enter a security corporation's research area. If you succeed on a DC 14 Charisma (Deception) check you talk your way past the receptionist and make your way into the research area. Had you not spent time scouting and researching, it would have been a DC 20 Charisma (Deception) check.



SEBASTIAN KOVALL

ELECTRONICS



Your Intelligence (Electronics) check measures your knowledge of the digital world and determines if you can successfully manipulate that digital world. Some examples might include interfacing with unknown technology, hacking a corporate system, pulling the contents from a data spike, navigating augmented reality (AR) or computerized menus, and troubleshooting inoperable devices.

Example: Unlocking Electronic Doors

If you hack into a networked computer and succeed on a DC 14 Intelligence (Electronics) check you unlock a door in a secure complex.



AARON SIMS CREATIVE

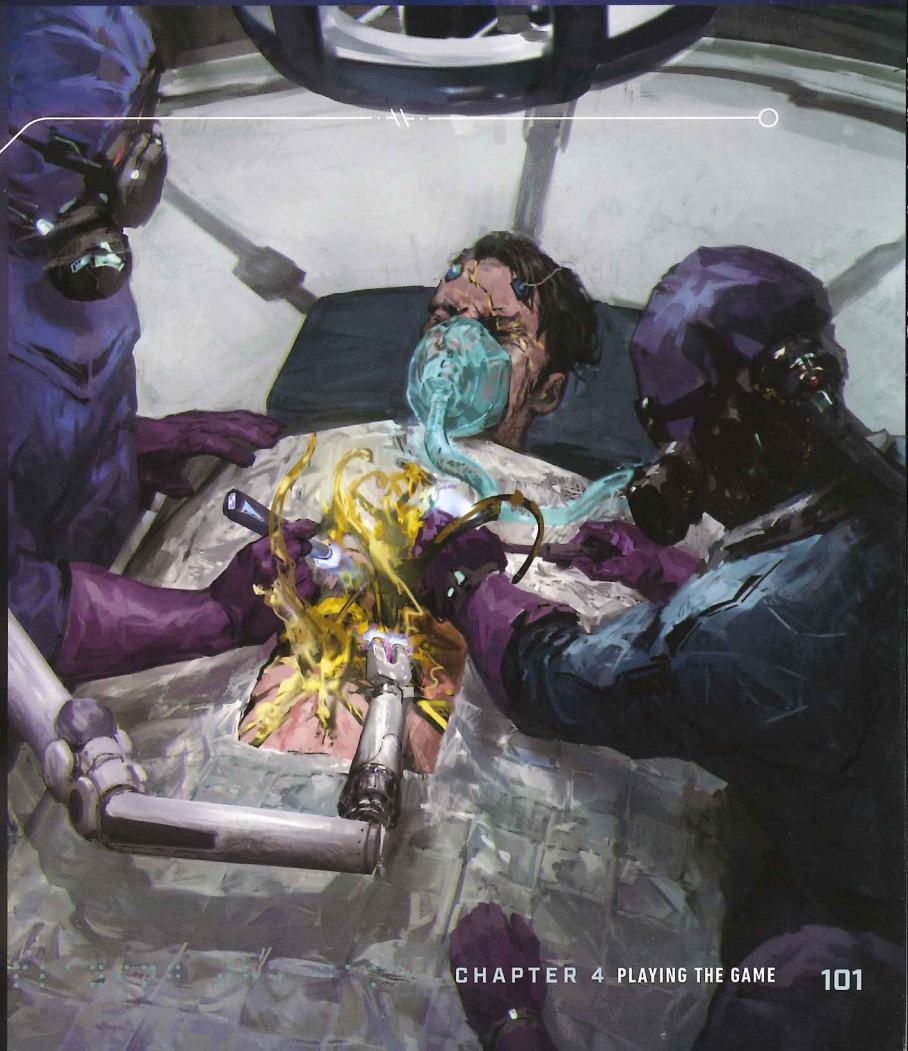
GENETICS



You have a prolific understanding of genetics, and your Intelligence (Genetics) check measures your knowledge of genetic structures and the technologies that have led to the numerous advanced species seen in the Cluster. Some examples might include determining ancestry, understanding how clone technology functions, and operating Remnant biotechnology.

Example: Researching Silicates

If you succeed on a DC 16 Intelligence (Genetics) check you identify the nature of a new Silicate egg you've discovered and have some understanding of what it is capable of.



SEBASTIAN KOWOLL

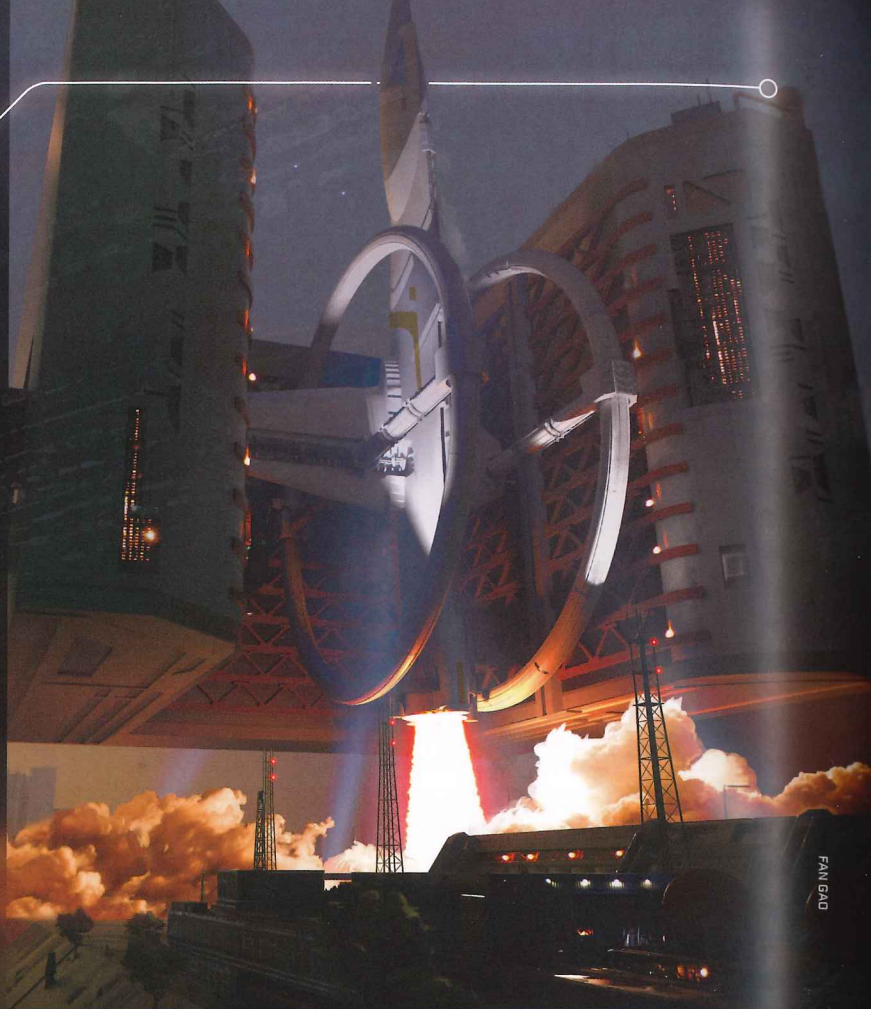
HISTORY



Your Intelligence (History) checks tests your knowledge of the past, including ancient civilizations. Some examples might include analyzing Remnant ruins, understanding the operations of a long-abandoned Changeling village, or recalling important historical information.

Example: Understanding Others

Whenever you encounter a creature speaking a language you don't know, you can make a DC 18 Intelligence (History) check. If you succeed you can understand the gist of what the other creature is saying and can make them understand you, for the duration of this conversation.



FAM GAO

INSIGHT



Your Wisdom (Insight) check determines whether you interpret the true mood and intentions of another creature. Some examples might include recognizing an unusual emotional reaction or using your critical thinking to analyze a complex social situation.

Example: Discerning a Reaction

Your friend is reading a message on their Link. If you succeed on a DC 12 Wisdom (Insight) check you notice your friend's posture changes. They appear uncomfortable, likely because of what they've just read. Noticing such a reaction in a stranger is more difficult and might require a DC 18 check.



LUST LASAHID

MECHANICS



Your Wisdom (Mechanics) check lets you repair, modify, or simply understand, most machines. Some examples might include repairing a Cataphract suit, fixing a starship engine, or figuring out what a Remnant does.

Example: Repairing a Mech

During a Long Rest you can make a Wisdom (Mechanics) check and the result of the check determines how many Hit Points a Cataphract's Mech regains by the end of the Long Rest.



SEBASTIAN KOWOLL

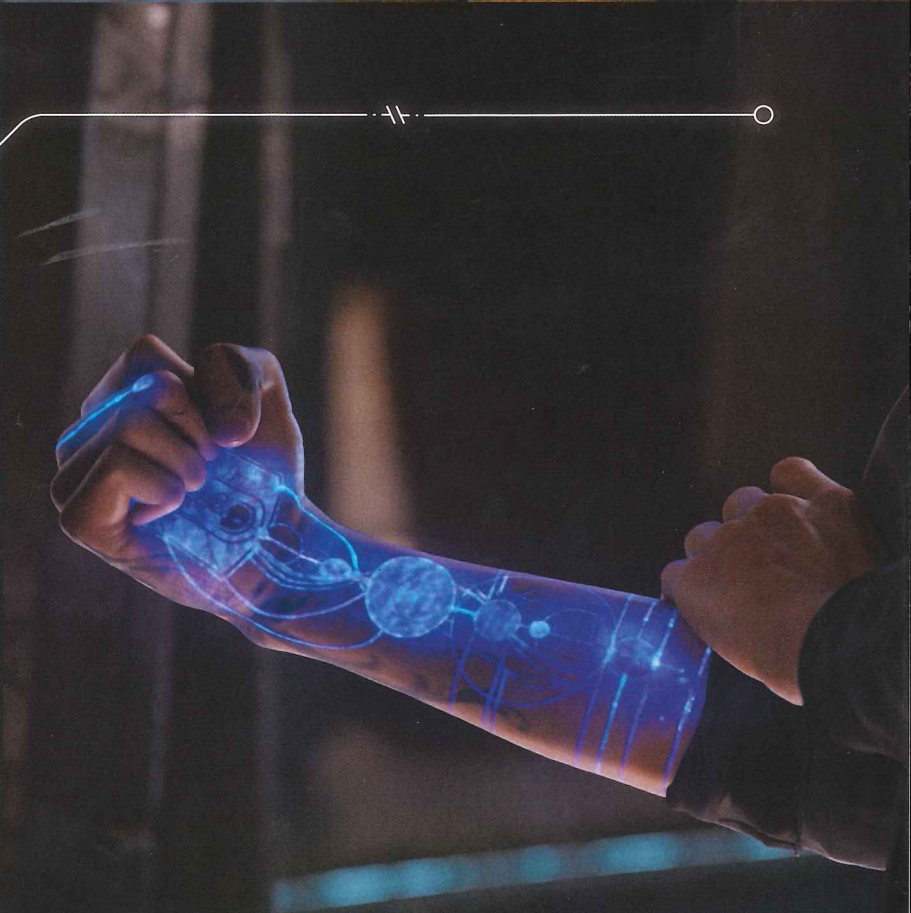
MEDICINE



Your Wisdom (Medicine) check lets you draw upon the knowledge you've accumulated regarding diseases and injuries and allows you to stabilize dying creatures. It can also be used to diagnose, and sometimes treat, minor and moderate health conditions. Some examples might include identifying a pathogen, performing surgery, and understanding different medicines.

Example: Identifying Poison

An enemy injected your friend with a dangerous substance. You can attempt to determine the name of the substance but the faster you try to rush the diagnosis, the harder it is to be sure you are right. A quick diagnosis, using an action, might require a successful DC 20 Wisdom (Medicine) check. Instead, if you spend an hour performing the diagnosis the DC might be 12.



BLUR STUDIO

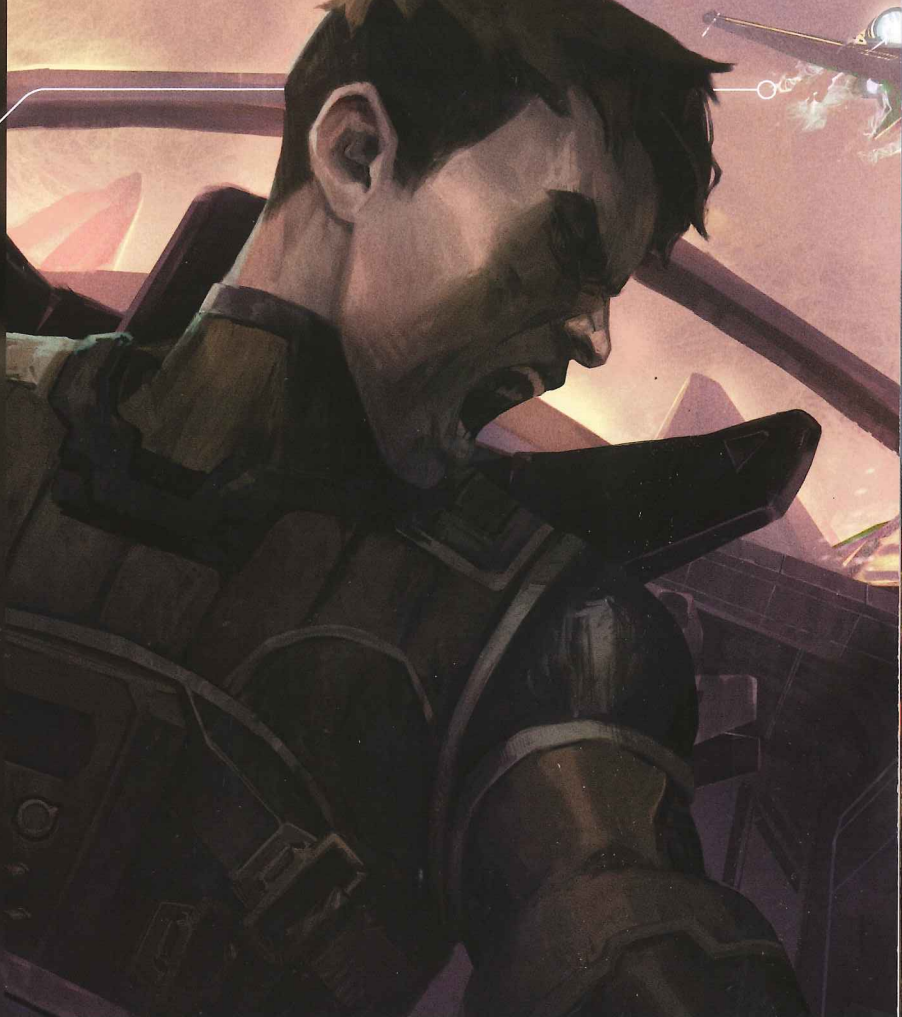
PILOTING



A Dexterity (Piloting) check determines whether you can handle aircraft, spacecraft, or any other vehicle during a tricky maneuver. Some examples might include controlling an unfamiliar ship, performing tricks, or maintaining high speeds.

Example: A Rough Landing

You attempt to land your VTOL on a landing pad on a moon you are familiar with on a clear day but during moderate winds. If you succeed on a DC 15 Dexterity (Piloting) check you land without incident. On a windless day, the DC might be 10, but during a Heavily Obscured descent, or with high winds, the DC could be 20.



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STEALTH



Make a Dexterity (Stealth) check to remain undetected. Some examples of using this skill might include sneaking up on an opponent, avoiding automated detection technology, staying completely silent, or communicating in secret.

Example: Stalking Terror

You accidentally released a monstrous Changeling while exploring a Celestial ruin. As it rampages outside the room you've hidden in, you take the Hide action and must succeed on a DC 15 Dexterity (Stealth) check to avoid it finding you as it patrols the hallway.



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PERCEPTION



A Wisdom (Perception) check makes you more aware of your surroundings and capable of noticing details others might miss. Some examples include spotting an incoming threat, listening for a specific sound, noticing something strange, and scouting a location.

Example: Listening In

An important conversation is happening behind a thick closed door. If you succeed on a DC 18 Wisdom (Perception) check you eavesdrop on it and hear the important details.



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PERSUASION



Your Charisma (Persuasion) check lets you convince others to help you or provide additional information. Some examples might include convincing another person, negotiation of a cease fire, an appeal to reason, or de-escalating a volatile situation.

Example: A Difficult Conversation

You need sensitive information from a stranger who is resistant to talking to you. If you succeed on a DC 20 Charisma (Persuasion) check you get what you need, otherwise they refuse to talk to you any further. Needing less sensitive information, or asking for this information from a friend, might only require a successful DC 15 check.



SEBASTIAN KOWOLL

STREETWISE



A Wisdom (Streetwise) check tests your understanding of urban streets and the semi-criminal practices that sometimes occur on them. Some examples might include knowing when to pick a pocket without being noticed, locating illicit establishments, or properly navigating city slums.

Example: Underworld Connections

You spend an hour revisiting the streets of your youth to learn more about a rival Dynasty that has taken up residence there. If you succeed on a DC 14 Wisdom (Streetwise) check you learn details about their base of operations and how long they've been in the territory. A DC 18 check might let you learn the leader's name and background. A DC 20 check could even reveal a weakness.



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ZOOLOGY



Your Intelligence (Zoology) check tests your knowledge of the animal world and the varied creatures of the Cluster. Some examples might include understanding anatomy and physiology; determining a creature's natural habitat, function or purpose; or if a new beast poses a potential threat.

Example: Feeding the Beast

After discovering an unfamiliar creature on an otherwise isolated planet you've never visited before, you make a DC 20 Intelligence (Zoology) check to better understand how it can survive in such a desolate habitat. If you succeed, you decipher the ecology that sustains it, and even identify its primary food source.



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SAVING THROWS

A saving throw—also called a save—represents an attempt to resist an explosion, poison, a special weapon effect, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm. To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by Advantage and Disadvantage, as determined by the GM. Each class gives proficiency in at least two saving throws. As with skill proficiencies, proficiency in a saving throw lets a character add their Proficiency Bonus to saving throws made using a particular ability score. Some creatures have saving throw proficiencies as well.

The DC for a saving throw is determined by the effect that causes it. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

MOVEMENT

Every character and creature has a Speed, which is the distance in feet that the character or creature can move during combat situations. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. All characters start the game with a movement of 30 feet per round, but various technology and abilities can make them faster or slower.

On your turn, you can move a distance up to your Speed, before, in-between, or after, doing other actions. For example, if you have a Speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

PLAYING ON A GRID

If you play using a square grid and miniatures, follow these rules.

Squares. Each square represents 5 feet.

Speed. Rather than moving foot by foot, move square by square. You can translate your Speed into squares by dividing it by 5.

Entering a Square. To enter a square, you must have enough movement left to pay for entering. It costs 1 square of movement to enter an unoccupied square that's adjacent to your space (orthogonally or diagonally adjacent).

Corners. Diagonal movement can't cross the corner of a wall, a large desk, or another terrain feature that fills its space.

Ranges. To determine the range on a grid between two things—whether creatures or objects—count squares from a square adjacent to one of them and stop counting in the space of the other. Count by the shortest route.

DIFFICULT TERRAIN

Difficult Terrain includes icy glaciers on dangerous worlds or climbing a ladder between sections of a spaceship. You move at half Speed in Difficult Terrain—moving 1 foot in Difficult Terrain costs 2 feet of Speed—so you can cover only half the normal distance in a minute, an hour, or a day.

CLIMBING AND SWIMMING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain), unless a creature has a Climb Speed or Swim Speed. At the GM's option, climbing a slippery vertical surface or one with few handholds also requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might also require a successful Strength (Athletics) check.

CRAWLING (DROPPING PRONE)

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are **Prone**, a condition described in the “Conditions” section. You can drop **Prone** without using any of your **Speed**. Standing up takes more effort; doing so costs an amount of movement equal to half your **Speed**. To move while **Prone**, you must crawl. Every foot of movement while crawling costs 1 extra foot (2 extra feet in **Difficult Terrain**).

FLYING

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature has the Prone condition, has its Speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it can hover (such as a helicopter).

JUMPING

When you jump, you make either a High Jump (vertical) or a Long Jump (horizontal).

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Long Jump

When you make a Long Jump, you leap horizontally a number of feet up to your Strength score if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

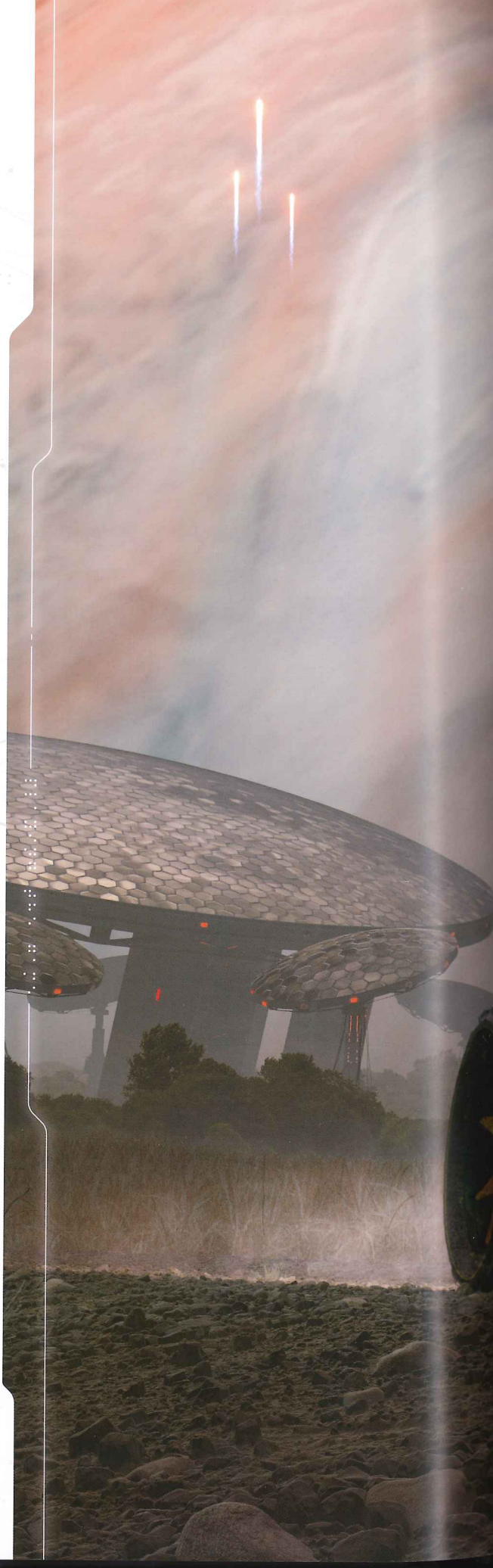
If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

CREATURE SIZE

A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. The table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature's space is the area that it effectively controls in combat and the area it needs to fight effectively.

CREATURE SIZE AND SPACE >>>>

SIZE	SPACE (FEET)	SPACE (SQUARES)
Tiny	2½ by 2½ feet	4 per square
Small	5 by 5 feet	1 square
Medium	5 by 5 feet	1 square
Large	10 by 10 feet	4 squares (2 by 2)
Huge	15 by 15 feet	9 squares (3 by 3)
Gargantuan	20 by 20 feet	16 squares (4 by 4)





By its nature, exploration involves delving into dangerous places, whether it be pulling off a heist or charting the ruins of a Celestial waypost. Each hosts its own potential dangers.

A firefright in the tight confines of a spaceship can result in a breach that causes explosive decompression. There are two types of breaches. A small breach is caused by small arms fire and will quickly turn a room into a vacuum environment. A large breach is caused by heavier weapons, powerful grenades, and other explosions. A large breach turns a room into a vacuum environment and also adds the dangerous possibility that creatures in the room are sucked through the breach and into space.

It is important to note that almost every spaceship has emergency bulkheads to seal off a breached area. Bulkheads almost always have airlocks to allow survivors of the breach to get back to a part of the ship that is still pressurized.

A weapon or ability that inflicts 20+ Acid, Energy, Heat, or Piercing damage in a single attack against a wall adjacent to vacuum creates a small breach in that wall. After 1d4 rounds, on Initiative count 20, the room becomes a vacuum (see the “Vacuum” section). This assumes that bulkheads have sealed off the area.

Large Breach

A weapon or ability that inflicts 50+ Acid, Energy, Heat, or Piercing damage in a single attack against a wall adjacent to vacuum creates a Large breach in that wall. When such a breach is created, each creature in the room must succeed on a DC 15 Strength saving throw or be pulled 10 feet towards the large breach. If they reach the breach they are ejected into the vacuum of space. A creature that succeeds on its Strength saving throw can use its Reaction to catch a single creature of its size or smaller. This requires succeeding on a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check.

On Initiative count 20 of the next round the room becomes a vacuum and any creature that failed their saving throw, hasn't been ejected into space yet, and wasn't caught by another creature, is pulled another 10 feet towards the breach. Creatures continue being pulled towards the large breach on Initiative count 20 of each round.

Large Breach

A weapon or ability that inflicts 50+ Acid, Energy, Heat, or Piercing damage in a single attack against a wall adjacent to vacuum creates a Large breach in that wall. When such a breach is created, each creature in the room must succeed on a DC 15 Strength saving throw or be pulled 10 feet towards the large breach. If they reach the breach they are ejected into the vacuum of space. A creature that succeeds on its Strength saving throw can use its Reaction to catch a single creature of its size or smaller. This requires succeeding on a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check.

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FALLING

A fall from a great height is one of the most common hazards an explorer faces. At the end of a fall, a creature takes 1d6 Bludgeoning damage for every 10 feet it fell to a maximum of 20d6. The creature lands with the Prone condition, unless it avoids taking damage from the fall.

SUFFOCATION

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again it removes all levels of Exhaustion it gained from suffocating.

VACUUM

In the vacuum of space, a creature without environmental protection runs out of breath immediately (see "Suffocation") and a creature in the low-pressure environment of a vacuum takes 1d6 Heat damage at the start of each of their turns as their insides begin to boil. When a creature is reduced to 0 Hit Points in a vacuum it dies immediately (no Death Saving Throws).

VISION

A character's ability to see is essential to finding hidden objects, hitting enemies in combat, and using special abilities effectively.

Light

The presence or absence of light in an environment creates three categories of illumination:

Bright Light. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do standard lights and fires, and other sources of illumination within a specific radius.



Dim Light / Lightly Obscured. In a Lightly Obscured area, such as Dim Light, patchy fog, moderate foliage, or dawn/twilight, creatures have Disadvantage on Wisdom (Perception) checks that rely on sight.

RESTING

Characters need to rest and have time to sleep, eat, and tend to their wounds. Characters, as well as other creatures, can take Short Rests in the middle of the day and a Long Rest to end it.

SHORT REST

A Short Rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, dozing, and standing watch.

Benefits of the Rest

To start a Short Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Spend Hit Dice. You can spend one or more of your Hit Dice to regain Hit Points. For each Hit Die you spend in this way, roll the die, and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Short Rest

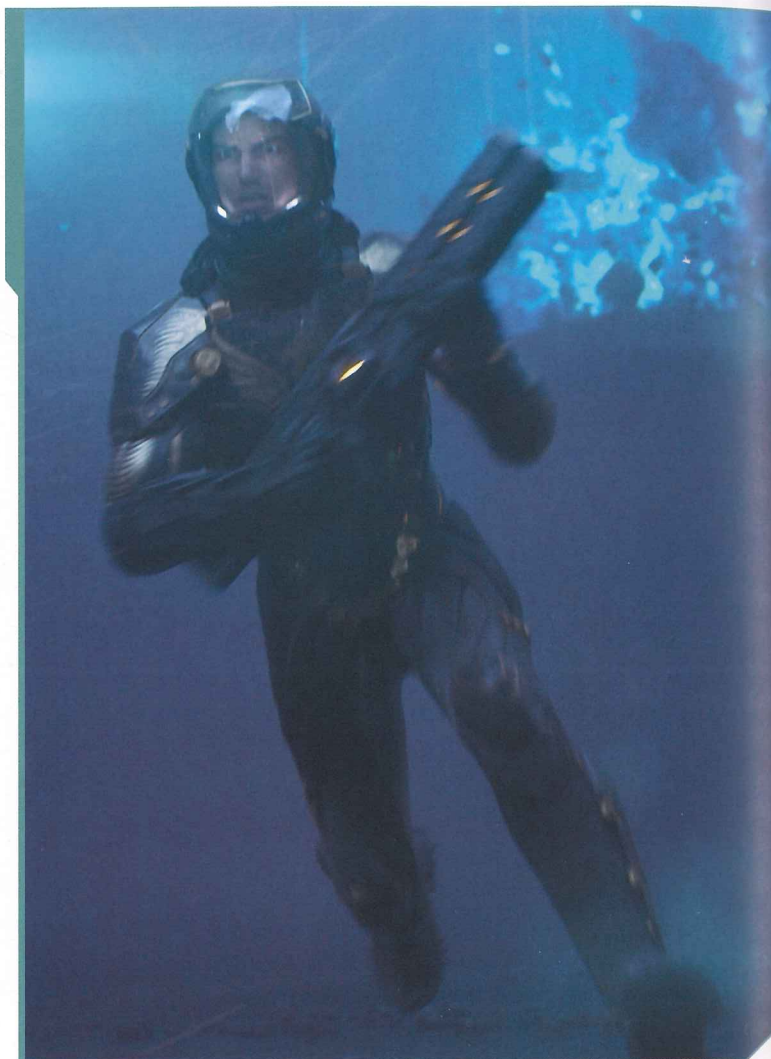
A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Using Treasury Remnants
- Taking any damage

An interrupted Short Rest confers no benefits.

LONG REST

A Long Rest is a period of extended downtime—at least 8 hours long—during which a creature sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. During sleep you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.



Benefits of the Rest

To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Dice. If your Hit Point maximum was reduced, it returns to normal.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Long Rest

A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Using Treasury Remnants
- Taking any damage
- 1 hour of walking or physical exertion

If you rested at least 1 hour before the interruption you gain the benefits of a Short Rest.

COMBAT

A typical combat encounter is a clash between two sides, where combatants take cover, fire guns, launch missiles, or charge into melee combat. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the Initiative order. The Initiative order remains the same from round to round. If a tie occurs, the GM decides the order.

Surprise

If a combatant is surprised by combat starting, that combatant has Disadvantage on their Initiative roll. For example, if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised.



COMBAT STEP-BY-STEP

Combat unfolds in these steps:

- 1. Establish positions.** *The GM decides where all the characters and enemies are located.*
- 2. Roll initiative.** *Everyone involved in the combat encounter rolls Initiative; determining the order of combatants turns.*
- 3. Take turns.** *Each participant in the battle takes a turn in Initiative order.*
- 4. Begin the next round.** *When everyone involved in the combat has had a turn, the round ends. Repeat step 3 until the fighting stops.*



YOUR TURN

On your turn, you can move a distance up to your Speed and take one action. You decide whether to move first or take your action first. Your Speed is noted on your character sheet. The most common actions you can take are described in the “Actions” section. The “Movement” section provides the rules for your move. You can forgo moving, taking an action, or doing anything at all on your turn.

Bonus Actions

Various class features and other abilities let you take an additional action on your turn called a Bonus Action. You can take a Bonus Action only when a special ability or other feature of the game states that you can activate it as a Bonus Action. You can take only one Bonus Action on your turn.

REACTIONS

Certain special abilities, Treasury Remnants, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The Opportunity Attack is the most common type of Reaction. When you take a Reaction, you can't take another one until the start of your next turn. If the Reaction interrupts another creature's turn, that creature can continue its turn right after the Reaction.



ACTIONS

When you do something other than moving or communicating, you typically take an action. You can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many creatures have action options of their own in their stat blocks. When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of D20 Test you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are using a weapon or making an Unarmed Strike. With this action, you make one melee or ranged attack. See the “Making an Attack” section for the rules that govern attacks. Certain features, such as the Extra Attack feature of some classes, allow you to make more than one attack with this action.

DASH

For the rest of the turn, gives yourself extra movement equal to your Speed.

DISENGAGE

Your movement doesn't provoke Opportunity Attacks for the rest of the turn.

DODGE

You focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains Advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You distract the target or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with Advantage.





HIDE

With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition. Make note of your check's total, it is now the DC for a creature to find you when it makes a Wisdom (Perception) check. The Invisible condition ends on you immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, or you make an attack roll.

REMNANT

When you need to activate a Treasury Remnant's features, or use it in combat, or you interact with more powerful Remnants, you take the Remnant action.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the Game Master usually will have you make a Wisdom (Perception) check.

UTILIZE

You normally interact with an object while doing something else, such as when you unholster a pistol as part of an attack. When an object requires an action for its use, you take the Utilize action.

MAKING AN ATTACK

Whether you're making a melee attack with a blade, firing a gun, or making an attack roll as part of using a Treasury Remnant, an attack has a simple structure.

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The GM determines whether the target has cover and whether you have Advantage or Disadvantage against the target. In addition, Treasury Remnants, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of an enemy is in its stat block.



UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice. When you make an attack roll against a target you can't see, you have Disadvantage on the roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have Advantage on attack rolls against it. If you are hidden when you make an attack, you give away your location when the attack hits or misses.

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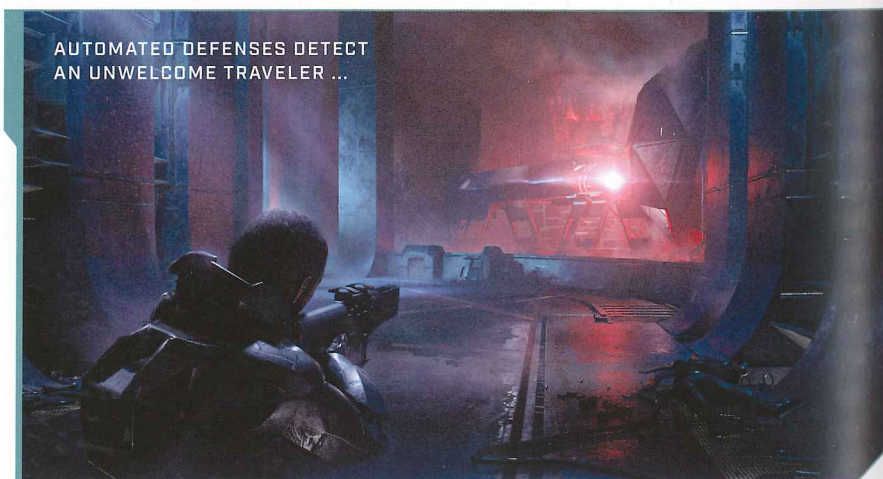
Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's Proficiency Bonus. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. When an enemy makes an attack roll, it uses whatever modifier is provided in its stat block.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a Critical Hit. When you score a Critical Hit, roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.



COVER

Walls, furniture, creatures, and other obstacles can provide cover during combat, making a target more difficult to hit. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are three degrees of cover:

- A target with Half Cover has a +2 bonus to AC and Dexterity saving throws. A target has Half Cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, or a creature, whether that creature is an enemy or a friend.
- A target with Three-Quarters Cover has a +5 bonus to AC and Dexterity saving throws. A target has Three-Quarters Cover if about three-quarters of it is covered by an obstacle. The obstacle might be the inside of a car or a small window in an apartment building.
- A target with Total Cover can't be targeted directly by an attack, although some weapons, such as grenades, can reach such a target by including it in an area of effect. A target has Total Cover if it is completely concealed by an obstacle.

RANGED ATTACKS

Ranged attacks include guns, missiles, and other projectile weapons.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a missile, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a gun, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has Disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a gun or some other means, you have Disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who doesn't have the Incapacitated condition.

MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use an Unarmed Strike: a punch, kick, or headbutt. Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier. (Certain classes or equipment can increase the damage you do with Unarmed Strike.)

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is only possible if the target is no more than one size larger than you and if you have a free hand to grab it. If the target fails the saving throw they have the Grappled condition.

A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength Modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

Opportunity Attacks

In a fight, everyone is watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an Opportunity Attack. You can make an Opportunity Attack when a hostile creature you can see moves out of your reach. To make the Opportunity Attack you must use your Reaction and make one melee attack against the provoking creature.

DAMAGE AND HEALING

A gun shot, grenade explosion, or the claws of an alien beast all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit Points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more Hit Points are more difficult to kill. Those with fewer Hit Points are more fragile. A creature's current Hit Points can be any number from the creature's Hit Point maximum down to 0. This number changes frequently as a creature takes damage or receives healing. Whenever a creature takes damage, that damage is subtracted from its Hit Points. The loss of Hit Points has no effect on a creature's capabilities until the creature drops to 0 Hit Points.



DAMAGE ROLLS

Each weapon, item, and harmful creature ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage. When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A special ability tells you which dice to roll for damage and whether to add any modifiers. If a special ability or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Damage Types

Different attacks and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage Resistance, rely on the types. The damage types follow, with examples to help a Game Master assign a damage type to a new effect.

Acid. The corrosive blood of a Changeling might deal Acid damage.

Bludgeoning. Blunt force attacks—hammers, falling, constriction, and the like—deal Bludgeoning damage.

Cold. The frigid landscape of a frozen world deals Cold damage.

Electrical. A lightning bolt from the sky or touching a faulty wire deals Electrical damage.

Energy. A blast from an advanced Remnant deals Energy damage.

Heat. Flame throwers and forest fires deal Heat damage.

Piercing. Bullets and grenade fragments deal Piercing damage.

Poison. An alien's venom or a noxious gas can deal Poison damage.

Radiation. Nuclear fallout deals Radiation damage.

Slashing. The claws of a dangerous alien or an enemy's Power Blade deals Slashing damage.

Sonic. A concussive burst of sound deals Sonic damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has Resistance to a damage type, damage of that type is halved against it. If a creature or an object has Vulnerability to a damage type, damage of that type is doubled against it. Resistance and then Vulnerability are applied after all other modifiers to damage. Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance.

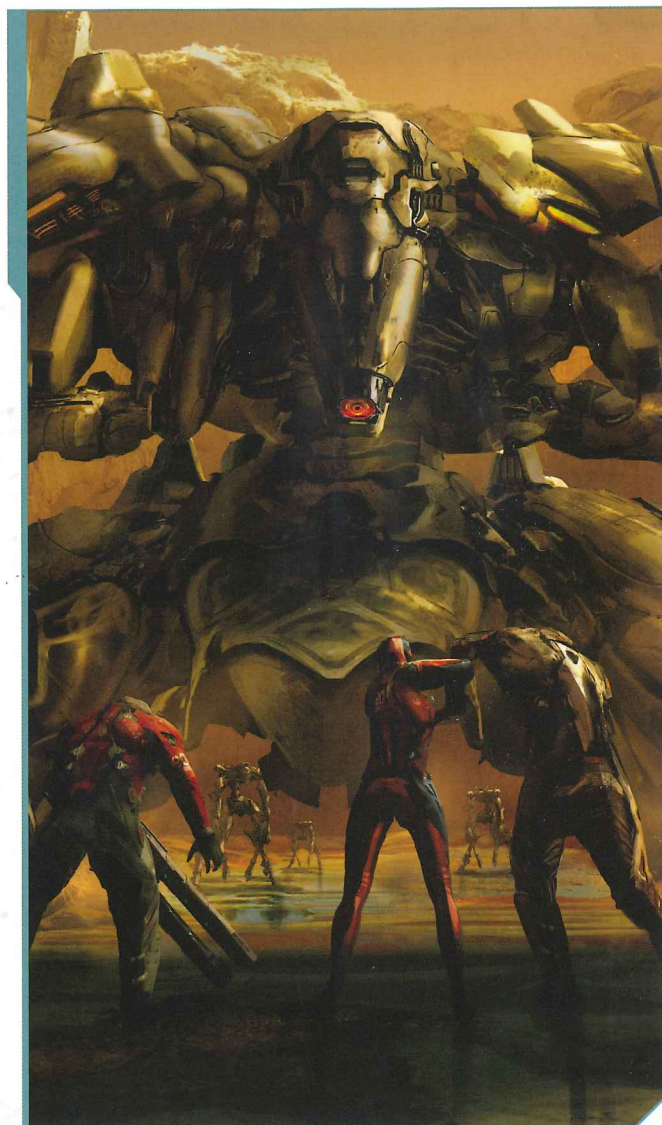
IMMUNITY

Some creatures and objects have Immunity to certain damage types and conditions. Immunity to a damage type means you don't take damage of that type, and Immunity to a condition means you aren't affected by it.

HEALING

Unless it results in death, damage isn't permanent. Advanced medicine and technology can heal a creature instantly, which can be useful in the heat of a firefight. When a creature receives healing of any kind, Hit Points regained are added to the creature's current Hit Points. A creature's Hit Points can't exceed its Hit Point maximum, so any Hit Points regained in excess of this number are lost.

A creature that died can't regain Hit Points unless restored to life first.



EDDIE MENDOZA





A large, dark, textured creature, possibly a dragon or a large insect, is shown in a dark, atmospheric setting. The creature has glowing blue eyes and a bright blue light source on its back. The background is dark and textured, with a vertical light beam or column of light running down the center. The overall mood is mysterious and dramatic.

125





TEMPORARY HIT POINTS

Some special abilities confer Temporary Hit Points to a creature. Temporary Hit Points aren't actual Hit Points; they are a buffer against damage, a pool of Hit Points that protect you from injury.

When you have Temporary Hit Points and take damage, the Temporary Hit Points are lost first, and any leftover damage carries over to your normal Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose the Temporary Hit Points and then take 2 damage.

Because Temporary Hit Points are separate from your actual Hit Points, they can exceed your Hit Point maximum. A character can, therefore, be at full Hit Points and receive Temporary Hit Points.

Healing can't restore Temporary Hit Points, and they can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a Remnant grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only actual healing can save you.

Unless a feature that grants you Temporary Hit Points has a duration, they last until they're depleted or you finish a Long Rest.

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways. Conditions last until they are countered or for a duration specified when they were applied.

CONDITION LIST

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A Blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.

Deafened

- A Deafened creature can't hear and automatically fails any ability check that requires hearing.

Dominated

- A Dominated creature can't attack the dominator or target the dominator with harmful abilities.
- The dominator has Advantage on any ability check to interact socially with the creature.

Exhaustion

- This condition is cumulative. Each time a creature receives it, they gain 1 Exhaustion level. They die if their exhaustion level is 6.
- When the creature makes a D20 Test, the roll is reduced by 2 times their Exhaustion level.
- The creature's Speed is reduced by a number equal to 5 times their Exhaustion level.
- Finishing a Long Rest removes 1 of the creature's Exhaustion levels. When their Exhaustion level reaches 0, the condition ends.

Frightened

- A Frightened creature has Disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A Grappled creature's Speed becomes 0, and it can't benefit from any bonus to its Speed.
- The condition ends if the grappler is Incapacitated (see the condition).
- The condition also ends if an effect removes the Grappled creature from the reach of the grappler or grappling effect, such as when a creature is pushed away by a special ability.
- Additional rules for ending the Grappled condition are found in "Unarmed Strike".

Incapacitated

- An Incapacitated creature can't take any action, Bonus Action, or Reaction.
- The creature can't speak.
- If a creature is Incapacitated when they roll Initiative, they have Disadvantage on the roll.

Invisible

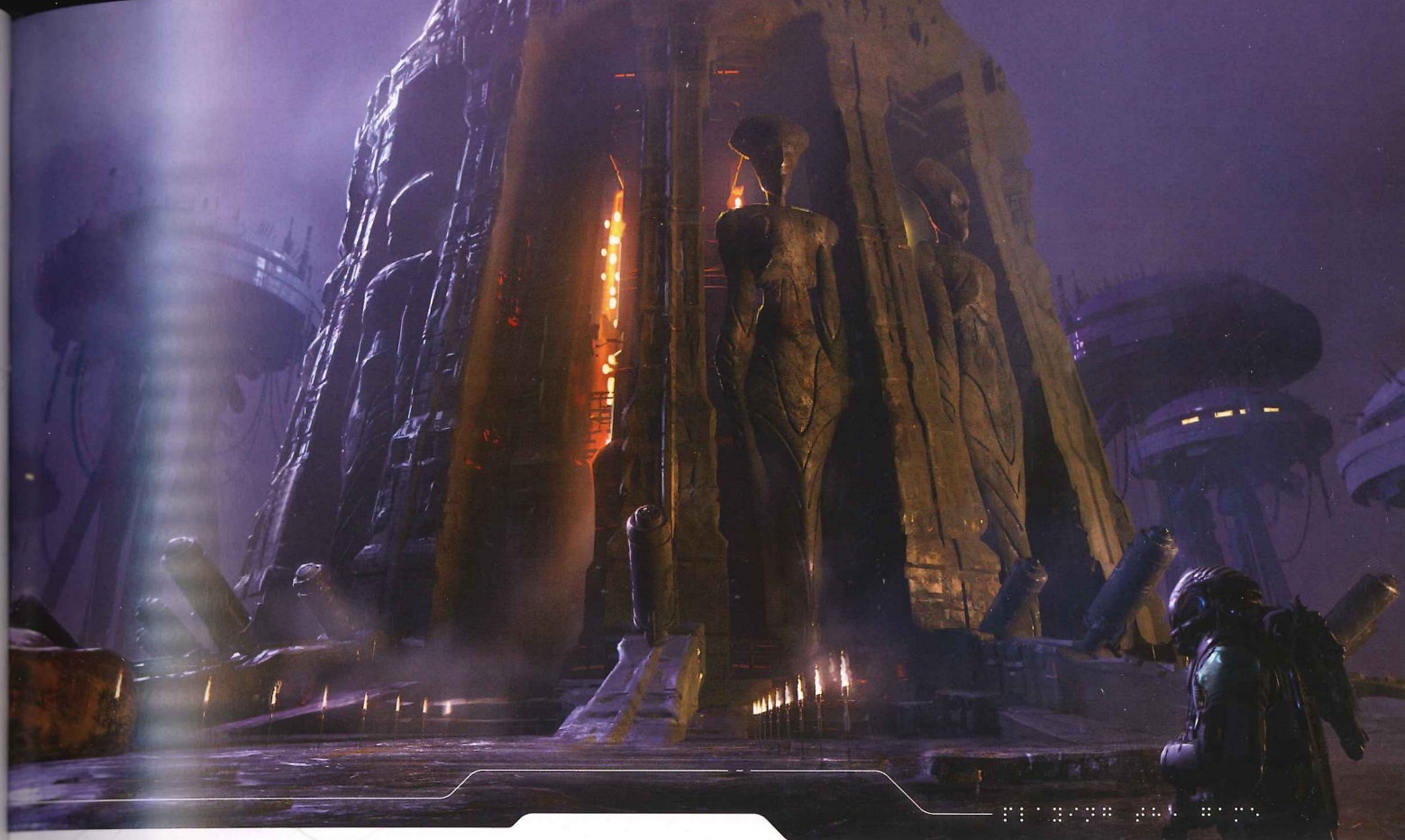
- If a creature is Invisible when they roll Initiative, they have Advantage on the roll.
- The creature isn't affected by any effect that requires its target to be seen unless the effect's creator can somehow see the creature. Any equipment the creature wears or carries is also concealed.
- Attack rolls against the creature have Disadvantage, and the creature's attack rolls have Advantage. If a creature can somehow see the Invisible creature, the Invisible creature doesn't gain this benefit against that creature.

Paralyzed

- A Paralyzed creature has the Incapacitated condition and has a Speed of 0. Their Speed can't increase.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.
- Any attack that hits the creature is a Critical Hit if the attacker is within 5 feet of the creature.

Poisoned

- A Poisoned creature has Disadvantage on attack rolls and ability checks.



Prone

- A Prone creature's only movement option is to crawl, unless it spends an amount of movement equal to half its Speed (round down) to right itself and thereby end the condition.
- The creature has Disadvantage on attack rolls.
- An attack roll against the creature has Advantage if the attacker is within 5 feet of the creature. Otherwise, that attack roll has Disadvantage.

Restrained

- A Restrained creature's Speed becomes 0, and it can't benefit from any bonus to its Speed.
- Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.
- The creature has Disadvantage on Dexterity saving throws.

Stunned

- A Stunned creature has the Incapacitated condition.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.

Suppressed

- A Suppressed creature's only movement option is to crawl.
- The creature has Disadvantage on attack rolls.
- If the Suppressed creature spends an amount of movement equal to half its Speed (round down) to stand up, they take damage as if the weapon triggering the Suppressed condition hit them with a Critical Hit. After taking this damage the creature no longer has the Suppressed condition.

Unconscious

- An Unconscious creature has the Incapacitated and Prone conditions, and they drop whatever they're holding. When this condition ends, they remain Prone.
- The creature has a Speed of 0. Their Speed can't increase.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have Advantage.
- Any attack that hits the creature is a Critical Hit if the attacker is within 5 feet of the creature.
- The creature is unaware of their surroundings.





HUMAN EQUIPMENT

Figure 6. The effect of the number of trials on the mean error rate ($\pm$ SEM) for each age group. Error bars represent SEM.

We don't always have cutting edge tech, but we make better use of what we got than our enemies.

>>>> **HUMANKIND BROUGHT NUMEROUS** technological marvels with them on their Exodus to the Cluster. To these, they added the Celestial technology they acquired through trade or from exploring abandoned ruins on previously settled worlds. And new technologies and innovations continually arise, leading to a wide assortment of vehicles, exploration gear, and weapons.

HUMAN TECHNOLOGY

Most human settlements are reminiscent of 22nd century Earth. Much of their technology would be recognizable to humans of that century or even the 21st century.

POWER

On many human worlds, grid power often comes from geothermal extraction using high efficiency thermocouple cables sunk into the bedrock. This powers industrial operations and the mass transport networks connecting human cities. Domestic-use electricity often comes from solar cell roofs or wind turbines.



FUSION REACTOR

Many human societies are also dependent on high-density batteries, which store solar energy for uninterrupted night-time use and power cars and planes. A few human worlds use combustion engines for transport instead, fueled by bio-oil grown on farms.

To meet their energy requirements, some human colonies use repurposed tokamak fusion plants. These tokamaks are magnetic confinement devices that produce controlled thermonuclear fusion power, but these are rare as all of them have been extracted from the 22nd century arkships whose habitats they once powered.

JULIAN CALLE



LINK TOWER

COMMUNICATION

Most humans own a single “Link,” a personal phone, computing device, and debit card all in one. Although they possess substantial processing power in their own right and the ability to scan, identify, analyze, and save 3-D images, links are generally viewed as mobile terminals for accessing a main regional computer system—in effect, the central computers act as both cloud computing devices and cell towers, while links fill a similar role to laptops and cell phones.

Users are identified by a text string similar to an e-mail address; this also serves as a phone number. Long-distance calling can be tricky on many human worlds, thanks to the lack of satellite networks. While in-city calls are usually flawless, calls between cities or to outlying areas are prone to disruption and failure.

HEALTH CARE

Medical science is notably advanced from the 22nd century, including medical imaging techniques, genetic engineering, and computer-assisted diagnosis. Many diseases, including heart disease, many cancers, common genetic disorders, and other frequent causes of death have been cured.

Pharmaceutical treatments for disease vary wildly in availability and effectiveness. The closed environment of the arks took a toll on human biology but introduced only a limited set of new ailments. Life on many human worlds has revived various ailments common to Earth for which the proper treatment has long been forgotten. In many cases, it's actually easier for scientists to custom design a drug to treat one individual than to manufacture a drug at scale that works for a variety of people.



A side view of the Starship Enterprise, showing its iconic saucer section, secondary hull, and nacelles. The ship is dark grey with red and white accents on the nacelles and saucer. It is shown from a low angle, emphasizing its size and design.

Trucks are primarily used outside of cities for inter-city transport or movement of supplies and equipment to or from outlying locales. In some respects, they fill a role more similar to Earth trains—but laying out a rail system is usually not a priority on human worlds, and road maintenance is often cheaper.

Trucks are extremely sturdy—designed to carry hazardous materials and survive an earthquake—but require near-daily maintenance to function properly. Signal beacons built in the roads themselves allow the trucks to navigate cross-continent while a driver sleeps in the built-in cabin.

Cars are usually designed for quick transport between cities, as well as the occasional trip within city limits. They are powered by an extremely high-capacity battery, which charges relatively slowly through induction. Shorter trips within the city are possible with no extra charging; nearly every dedicated parking space in the city is a charging location. Traveling outside city limits for an extended period of time requires preparation and a much larger charge.

Like trucks, cars tend to be very solidly made—able to survive almost any accident. Only particularly wealthy individuals own cars exclusively for intercity travel, as walking and public transport tend to suffice for the average citizens' needs.



AIRCRAFT

Making up the bulk of air transport, vertical take-off and landing (VTOL) aircraft are loved for their versatility and space efficiency. Increased air traffic into densely populated areas meant that airports needed capacity for numerous take-offs and landings at a time, which VTOL provides. It is common for important buildings to have at least one landing pad to accommodate VTOL.

Civilian models are designed with appearance, speed, and durability in mind, while military models focus on functionality and durability. Their universality means modifications, including additional weapons and armor, are easily acquired and as easy to install.

MILITARY VEHICLES

Advancements in weapon and armor technology, combined with the tight nature of cities, rendered tanks largely ineffective for city engagements. Armored personnel carriers now fill their role. Development focused on making them effective in all kinds of environments, both rural and urban, giving gyroscopic stabilization and true all-terrain features. Some newer models can even drive up vertical surfaces and are completely airtight, built to withstand extreme pressure and temperature.

ADVANCED MILITARY VEHICLES



Because most human worlds lack satellites, manned military aircraft has also made a comeback. These are usually equipped with self-targeting machine-fired weaponry, with supplemental explosive payloads. Military aircraft ranges from short range VTOL combat support to long range fixed wing bombers capable of upper atmospheric travel.



STARTING EQUIPMENT KIT

Even the most talented Traveler would be lost without the proper equipment for a job. This ranges from communication and medical devices all the way to weapons and armor. Most Travelers utilize human-designed tech, though some find more advanced tools in their adventures.

This is the starting kit for a new character:

- Basic Scav (Aegis suit)
- Breach Kit
- Link
- Taurus Handgun
- 100 IC

AEGIS SUITS

Aegis suits ("Advanced Extravehicular and Ground Incursion Suit") were designed to remove the need for bulky flight suits. They are made to withstand the dangers inherent to exploring alien environments where hard vacuums and toxic gases are commonplace. Aegis suits allow for an impressive range of mobility during extra-vehicular exploration. They might include integrated gyroscopic stabilizers and light thrusters, allowing the wearer to change their center of gravity and move uninhibited by the weight of the suit. Some suits provide advanced medical diagnostics, thermal regulation, and other features.

The undershirt of an Aegis is usually skin-tight and covers everything below the neck, creating a seal that protects against toxins, temperature, and pressure. A unique gel is woven in-between the fibers to keep the wearer comfortable and to minimize impact reverberation against the outer layer. If a breach is detected, the suit attempts to re-seal everything around the breach, minimizing exposure.

Worn atop the undershirt, the Aegis is the outer layer that protects against conventional damage. Heavy plates backed with super-elastic granules are stitched into the fabric, providing efficient kinetic energy dispersion and protection. Between the armored plates is a Kevlar-reinforced fabric laced with thousands of micro-tubes, containing a chemical known as "armor gas". When struck, the gas quickly

changes states to solid, providing a quick and flexible defense. The energy generated in state change is retained, then used to quickly return the compound to a gaseous state. Much better forms of defense exist, but this forms the basis for the Aegis suit, which allows a wearer to retain mobility without sacrificing too much defense.

CUSTOMIZATION

The individual features of the Aegis suit seem useful, but where it truly shines is in customizability and modular installation. All suits are designed with multiple modification and access slots, allowing for integration with other suit technologies. When better environmental protection, utility, or armor are needed, the Aegis can be modified to make way for better attachments (see the "Aegis Base Augments" section for details).

Unless otherwise noted an Aegis suit can have up to two Aegis suit augments installed at one time. It requires 1 hour to add, remove, or swap an augment. A successful DC 17 Wisdom (Mechanics) check reduces this time to 10 minutes.

PREINSTALLED AUGMENTS

Some specialized suits, such as the Climber Suit, come with specific augments already installed. Preinstalled augments can't be removed and replaced with a different augment, making these suits less customizable over the long term.

ARMOR TRAINING

Anyone can put on an Aegis suit but only those trained in the suit's use know how to wear it effectively. Your class gives you training with certain types of suits. If you wear a suit that you lack training with, you have Disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity.

There are four armor categories: Light, Medium, Mech, and Heavy.

AEGIS SUITS >>>>

SUIT	PROFICIENCY	ARMOR CLASS	PREINSTALLED AUGMENTS	COST
Basic Scav	Light	11 + Dex modifier	Sealed (Basic)	50 IC
Basic Scav (Animal Companion)	Light	Use stat block	Sealed (Basic)	100 IC
Climber Suit (Scav)	Light	13 + Dex modifier	Sealed (Basic), Climbkit	375 IC
Wet Suit (Scav)	Light	12 + Dex modifier	Sealed (Basic), Divekit	325 IC
Bioskin (HEVI)	Medium	15 + Dex modifier	Sealed (Extreme)	1,000 IC
Dynasty Suit (Traveler)	Medium	15 + Dex modifier (max 2)	Climbkit	9,200 IC
EE Suit (HEVI)	Heavy	16	Sealed (Extreme), Mobility -10 ft.	1,200 IC
Turtle Back (HEVI)	Heavy	18	Sealed (Basic), Mobility -10 ft.	1,000 IC

USING AEGIS SUITS >>>

CATEGORY	WEAR	REMOVE
Light	1 action	1 action or Bonus Action
Mech	1 minute	1 action
Medium	1 minute	1 action or Bonus Action
Heavy	5 minutes	1 minute

WEARING AND REMOVING

The time it takes to wear or remove a suit is shown in the Using Aegis Suits table.

Wear. This is the time it takes to put on the item. You benefit from its AC only if you take the full time to wear it.

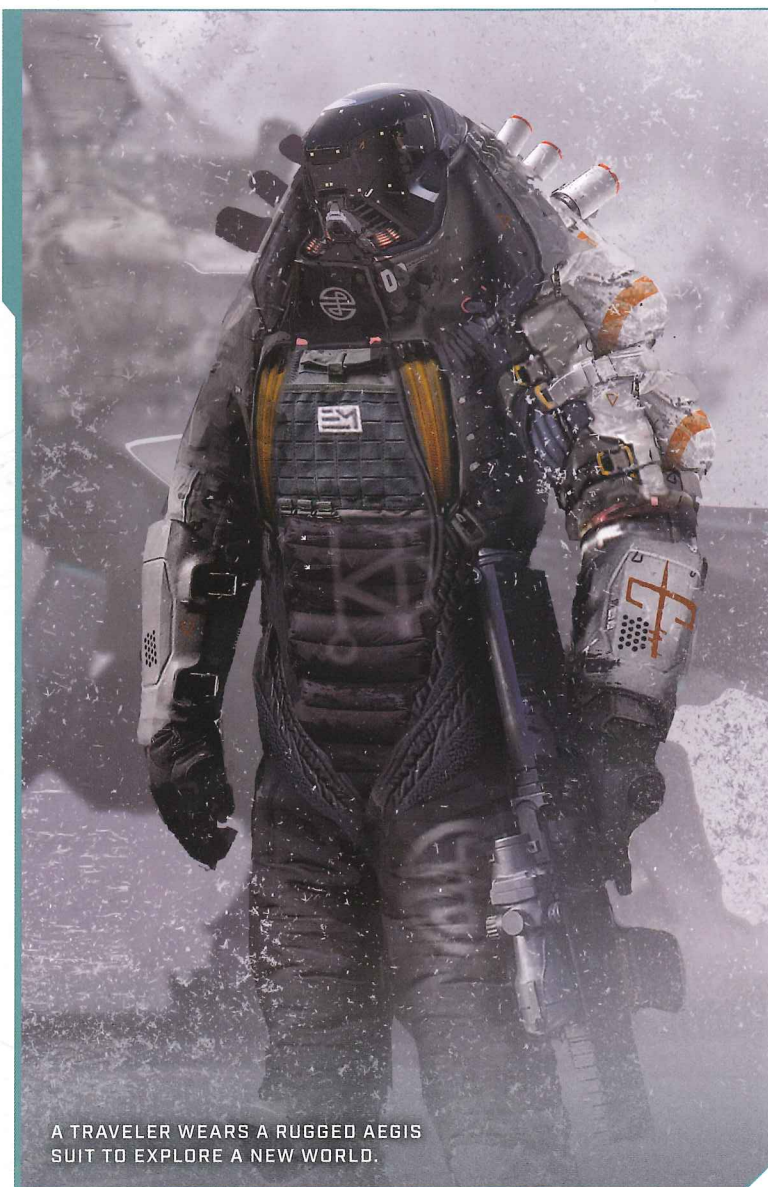
Remove. This is the time it takes to take off the item. If you have help removing your suit, reduce this time by half.

SCAV SUITS

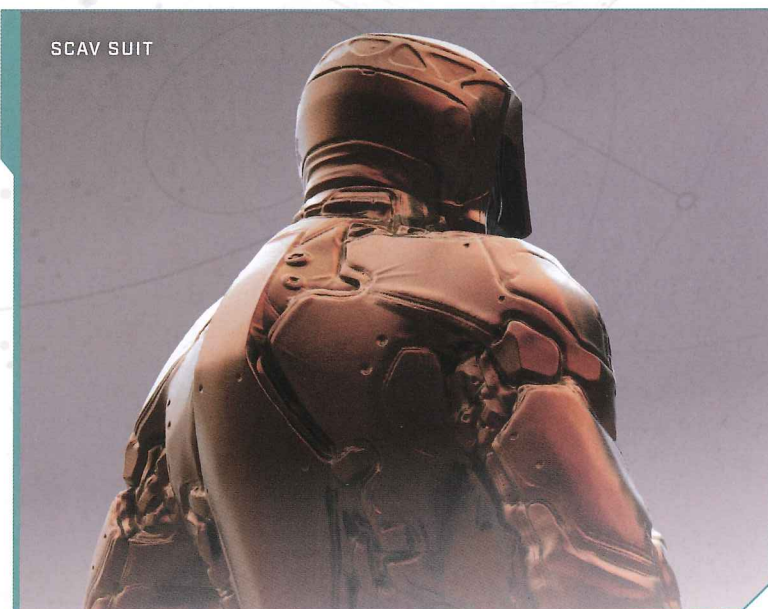
Newly recruited Travelers often wear specialized environmental suits—called scav suits—to prepare for missions into the unknown. Celestial ruins may have any number of hazards, from extreme radiation to toxic gases and hard vacuums. Although many ruins are flooded with breathable air, there's no telling what lies beyond the next door. If the wearer encounters such hostile conditions, the scav suit can hermetically seal and pressurize with breathable air, providing temporary life support.

Although the chief concern of any Traveler is surviving a successful extraction, this often means engaging in skirmishes with Celestial defense systems, including ghosts and predatory wildlife. Scav suits must be designed to maximize the wearer's mobility, allowing for the operation of common Traveler weapon systems.

A Basic Scav suit is standard gear for human Travelers; there's nothing inherently special about them. However, many Travelers customize their scav suits with branding and other visual flourishes to set themselves apart and build confidence with prospective clients.



A TRAVELER WEARS A RUGGED AEGIS SUIT TO EXPLORE A NEW WORLD.



SCAV SUIT



Climber Suit

Aegis Suit (Light)

Climber Suits are optimized for navigating rugged vertical terrain, subterranean caverns, or the crumbling ruins of ancient buildings. They have been equipped with the Sealed (Basic) and Climbkits augments.



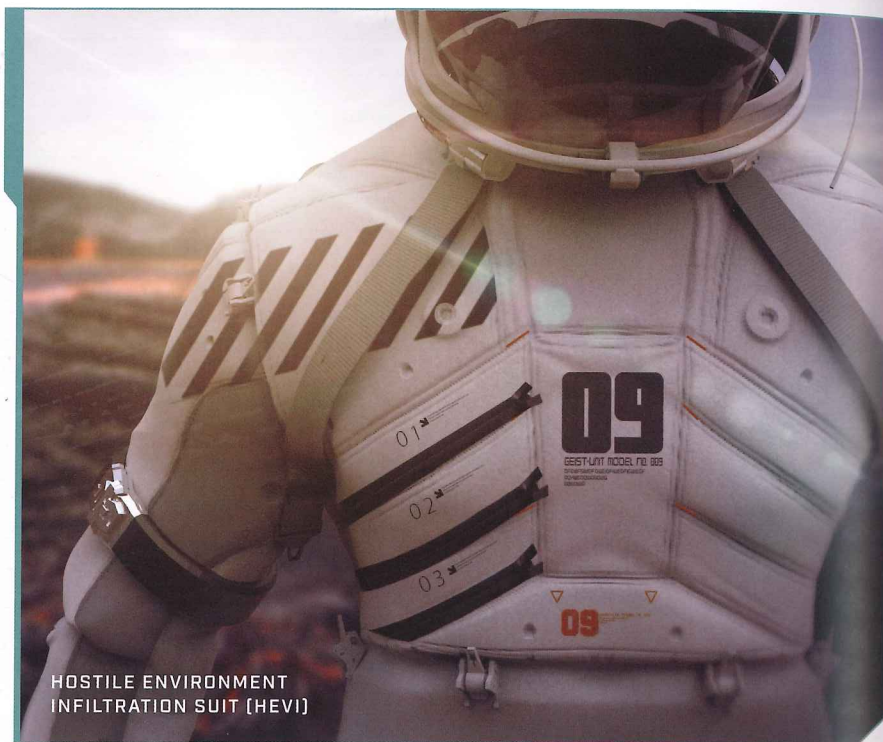
Wet Suit

Aegis Suit (Light)

Designed primarily for use in aquatic environments, gas giant atmospheres, and other high-pressure conditions, Wet Suits are sleek and flexible, sacrificing armored protection in exchange for buoyancy and maximum mobility. They have been equipped with the Sealed (Basic) and Divekit augments.

HEVI SUITS

Hostile Environment Infiltration suits (HEVIs or "Heavies") are designed for incursion into Celestial ruins. They are specially made to withstand the dangers inherent in exploring alien environments where hard vacuums and toxic gases are commonplace. Despite their name, HEVIs allow for an impressive range of mobility during extra-vehicular exploration. They often include integrated exoskeletal muscle support, allowing the wearer to move uninhibited by the weight of the suit. Additionally, the suits provide advanced medical diagnostics, thermal regulation, and other features that would be far too expensive to include in the typical scav suit.

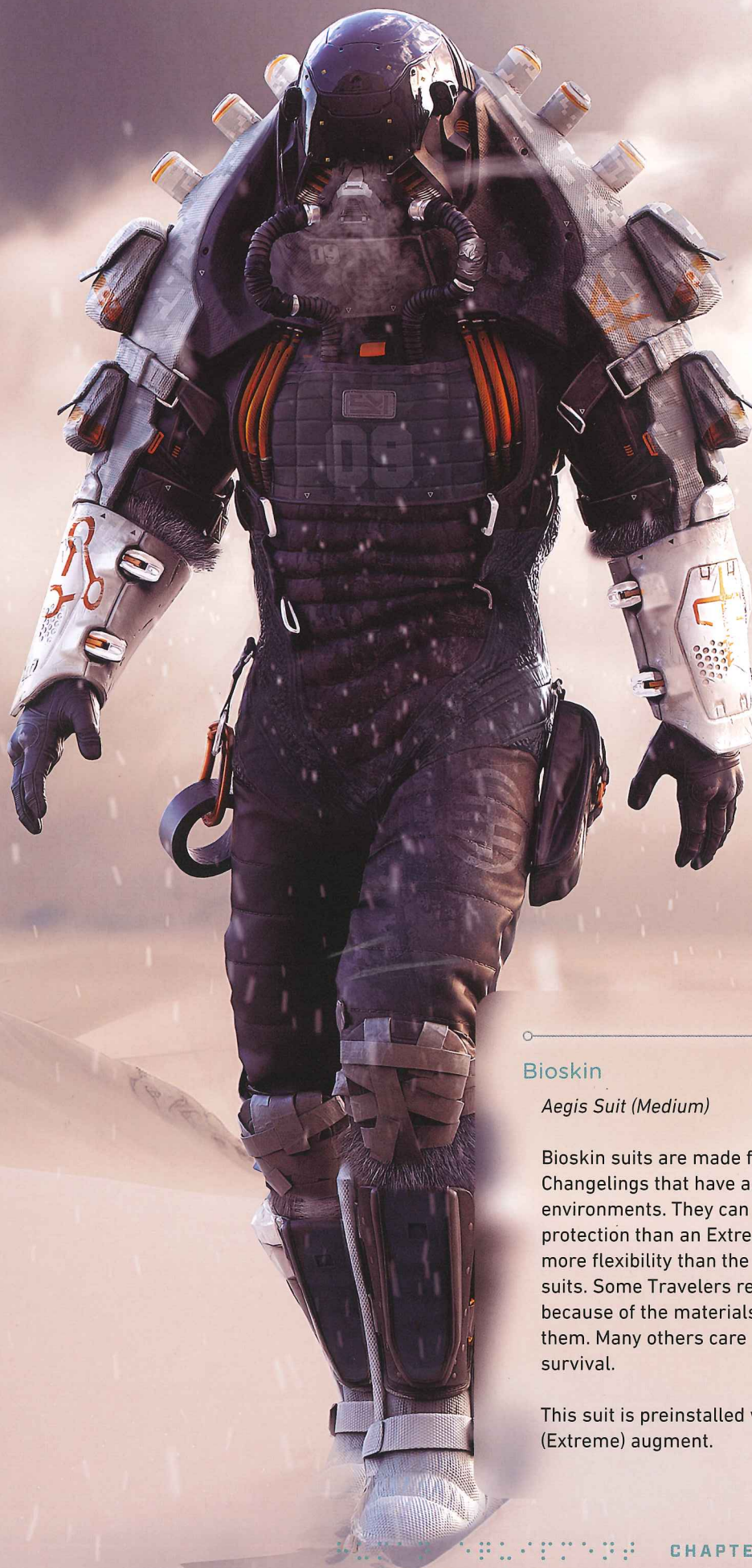


HOSTILE ENVIRONMENT
INFILTRATION SUIT (HEVI)

DANIEL HAHN

A HEVI WEARING
TRAVELER PREPARES
FOR A DANGEROUS TREK.





Bioskin

Aegis Suit (Medium)

Bioskin suits are made from the hides of Changelings that have adapted to hostile environments. They can provide more protection than an Extreme Enviro Suit and more flexibility than the heavier combat suits. Some Travelers refuse to wear them because of the materials used to construct them. Many others care more for their own survival.

This suit is preinstalled with the Sealed (Extreme) augment.



Extreme Enviro (EE) Suit

Aegis Suit (Heavy)

While the surfaces of most planets are hostile in some way, there are some environments that are particularly brutal with temperatures ranging from absolute zero to several hundred degrees Fahrenheit, extreme gravity, devastating windstorms, or excessively high levels of radiation. In these instances, customized Extreme Enviro Suits are often the only option.

This suit is preinstalled with the Sealed (Extreme) augment. Because of its bulk, the EE Suit reduces your Speed by 10 feet.

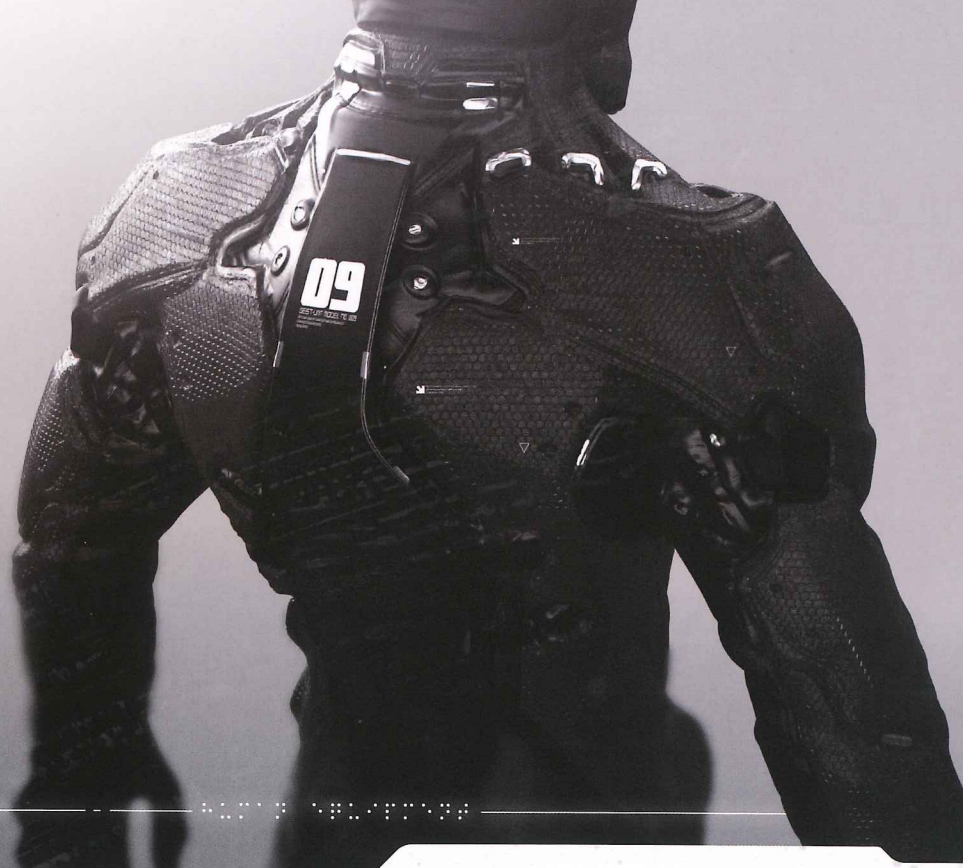


Turtle Back

Aegis Suit (Heavy)

For expeditions expected to be combat focused, some Travelers prefer a suit reinforced with heavier armor plating. The extra protection, however, makes it more difficult to traverse irregular terrain. Though some consider it to be a lumbering monstrosity, others feel the Turtle Back is a suitable compromise between mobility and protection.

This suit is preinstalled with the Sealed (Basic) augment, but the suit's bulk reduces your Speed by 10 feet.



TRAVELER SUITS

Experienced Travelers wear Aegis suits with integrated technology derived from Celestial tech discovered by their Dynasty. These cutting-edge materials, advanced AI, and optimized mechanics make Traveler suits superior to the standard scav suit in all ways and provide almost as much protection as a HEVI suit but with greater mobility.

ADVANCED
HELMET



DYNASTY
SUIT



DANIEL HAHN



Dynasty Suit

Aegis Suit (Medium), Ultrabonded

The standard build for Traveler suits, Dynasty models are typically emblazoned with insignias, emblems, and other regalia that herald the familial allegiance of the wearer. Often used in ceremonial or diplomatic situations to establish the presence and influence of a dynastic house, they are also highly effective in the field, their ultrabonded construction providing enhanced benefits over a traditional suit ... along with a dash of style and flair.

You have Advantage on Wisdom (Perception) checks while wearing this suit and you can operate induction terminals as if you have neural induction capabilities (if you don't already have them). You also have the Climbkit augment installed, without the Speed penalty. And unlike all other Aegis suits, the Dynasty suit can exceed the limit of two Aegis augments, capable of having up to six augments installed at a time, making it the most flexible suit a Traveler can own.

Finally, the ultrabonded process used to make the suit provides it with Immunity to Heat damage.

AEGIS SUIT AUGMENTS

Every mission is unique and Aegis suits accommodate the versatility a Traveler needs. The following suit augments provide various benefits, depending on need. These augments can also be installed on Mech suits and don't count against weapon or Treasury Remnant limitations.

AEGIS AUGMENTS >>>>

AEGIS SUIT AUGMENT	SLOT	COST
Climbkit	Base	350 IC
Sealed (Basic)	Base	75 IC
Sealed (Extreme)	Base	800 IC
Swift	Base	1,000 IC
Divekit	Base	400 IC
Flash Gas	Boots	2,500 IC
Maglock Boots	Boots	500 IC
Snare Boots	Boots	1,750 IC
E-See	Helmet	1,500 IC
Othervisor	Helmet	2,000 IC

ALL AEGIS SUITS HAVE ATTACHMENT POINTS FOR WEAPONS AND SPECIALIZED AUGMENTS.



DANIEL HAHN



AEGIS BASE AUGMENTS

These are general-purpose augments that provide passive benefits that are always active. Their prices are indicated on the Aegis Augments table.

Climbkit

Aegis Augment (Passive)

Adding this augment to an Aegis suit provides a roll harness that encompasses the head, neck, and shoulders. A suit with a Climbkit protects you from injury due to falls. The harness also enhances your arm and grip strength and adds a basic railclaw to your kit making it easier to ascend irregular surfaces ... though this comes at a slight cost to mobility and combat capabilities.

While the kit is installed, you have a Climb Speed of 30 feet, and any Bludgeoning damage you take when you fall is halved. Due to the kit's bulkiness, your base Speed is reduced by 5 feet.

Sealed (Basic)

Aegis Augment (Passive)

You take no damage from a high-pressure environment and as long as your suit functions you won't run out of oxygen. You have Resistance to Cold damage.

Sealed (Extreme)

Aegis Augment (Passive)

You take no damage from a high-pressure environment and as long as your suit functions you won't run out of oxygen. You have Resistance to Acid, Cold, Heat, and Radiation damage.

Swift

Aegis Augment (Passive)

Efficient extended burst thrusters boost your suit's movement. Your Speed increases by 10 feet.

Swimkit

Aegis Augment (Passive)

In underwater environments you have a Swim Speed of 30 feet.

AEGIS BOOT AUGMENTS

Aegis boots are opportunities for a Traveler to further customize the operation of their suit with a variety of active enhancements. A suit can have only one boot augment at a time. Prices are indicated on the Aegis Augments table.

Flash Gas

Aegis Augment (Boots)

These boots allow for the release of an aerosol in confined spaces—rooms or corridors—to disable a pursuer. You can use a Bonus Action to release the gas and have it spread out, forming a thin cloud that fills a 20-foot-radius Sphere, which can be detected by most Aegis suit or drone toxicology sensors. The toxicology alerts created give the pursuer the option to try a fast run through the contaminated zone if their own armor is tough enough or to stop the pursuit and find another route.

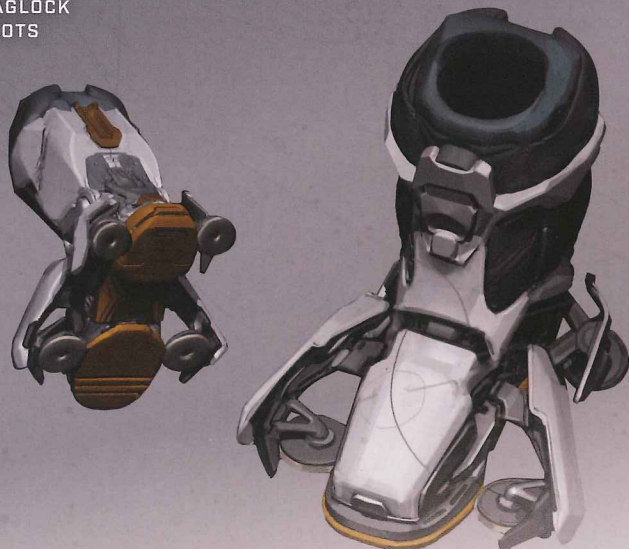
If the pursuer does run through the cloud, you can activate the gas released by the Flash Gas remotely by expending a charge and using a Bonus Action. Every aerosol molecular clump in the cloud undergoes an instant energy release cascade, heating the molecular clump's external surface for several seconds. This explosion doesn't have a blast wave. Instead, the entire volume of the cloud immediately heats up to over 3,500 degrees. Anything combustible within the gas ignites, starting a secondary inferno. But the main purpose is to completely overwhelm the thermal protection of the Aegis suit caught in the conflagration, incinerating the wearer. Any creature in the area of effect must make a DC 15 Constitution saving throw. A target takes 4d6 Heat damage on a failed save, or half as much damage on a successful one.

These boots have 2 charges and regain expended charges when you finish a Long Rest.

FLASH GAS



MAGLOCK BOOTS

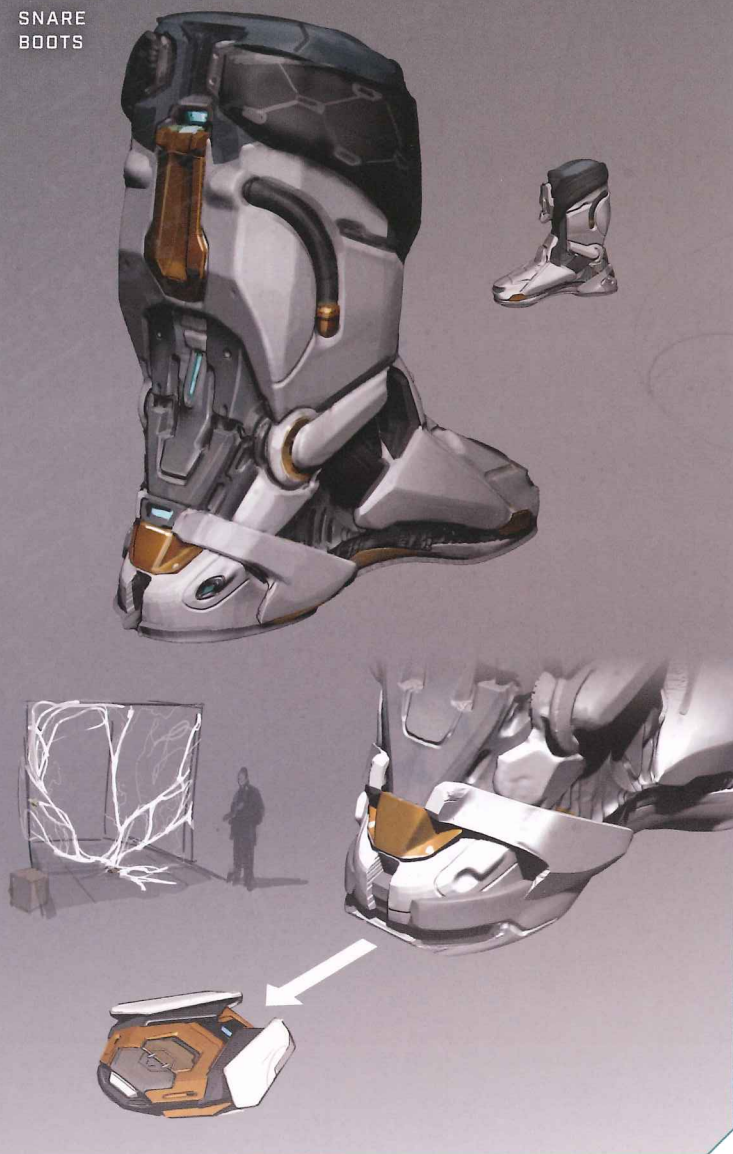


Maglock Boots

Aegis Augment (Boots)

Maglock Boots enable operation in low gravity and in ruins where architectural stability is uncertain. You use a Bonus Action to activate or deactivate the boots. While active your Speed is halved, but the boots use a combination of electromagnets and flash-freeze molecular binding to temporarily fuse the boot treads to any surface, giving you Immunity to the Prone condition and allowing you to walk on any surface. Maglock Boots have 2 charges and regain all expended charges when you finish a Long Rest.

SNARE BOOTS



Snare Boots

Aegis Augment (Boots)

These boots are used to slow down any pursuing ghosts or soldiers. You use a Bonus Action to expend a charge and make the boots release a bolo snare. These bolos are equipped with an outer stealth layer and bioactive muscle strands (no electrical signature) making them nearly impossible to detect, especially in a frenetic combat situation. Stored in a calf-mounted dispenser in the Snare Boots, the bolo snare is a 3-foot length of tape, made up from several different layers surrounding a core of bio-ware muscle strands. After being scattered from the dispenser, the ultrabonded snare spreads out over the ground—the bio-ware muscle moves serpent-fashion—then lie still. When an enemy runs over it, the impact triggers a snare to instantly wrap around the pursuers' legs.

A target that moves within 10 feet of a snare must make a DC 15 Dexterity saving throw. On a failure they have the Grappled condition for 1 minute (escape DC 16). While Grappled the target also has the Restrained condition. A snare can grapple only one opponent at a time and becomes inactive 10 minutes after being dispensed.

Snare Boots have 3 charges and regain all expended charges when you finish a Long Rest.

AEGIS HELMETS

Helmets come in a variety of sizes and shapes. Sometimes this is for a utilitarian purpose, while other times it is entirely a stylistic choice. A suit can have only one helmet augment at a time. Prices are indicated on the Aegis Augments table.

E-See

Aegis Augment (Helmet)

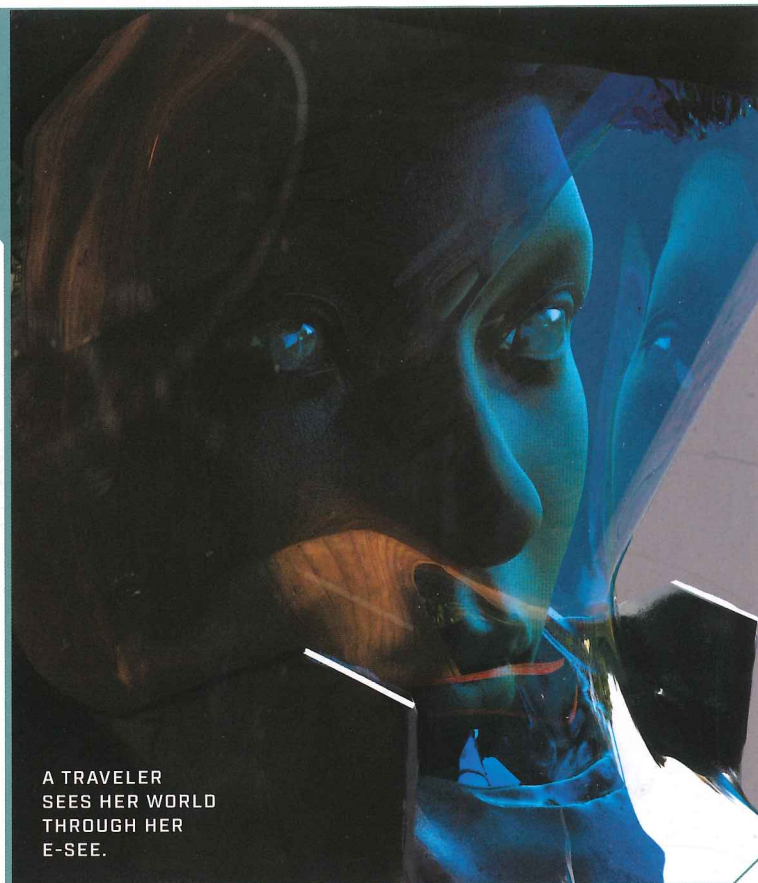
When E-See sensors are installed, you can perceive the radio spectrum in the form of visible light, allowing you to pinpoint communication points, e.g., the transmissions coming from a building's network, or a communication link, or the tactical DataStream exchanged between ghosts, defense pods, etc. Any ability checks you make to track enemy communications automatically succeed when using the E-See.

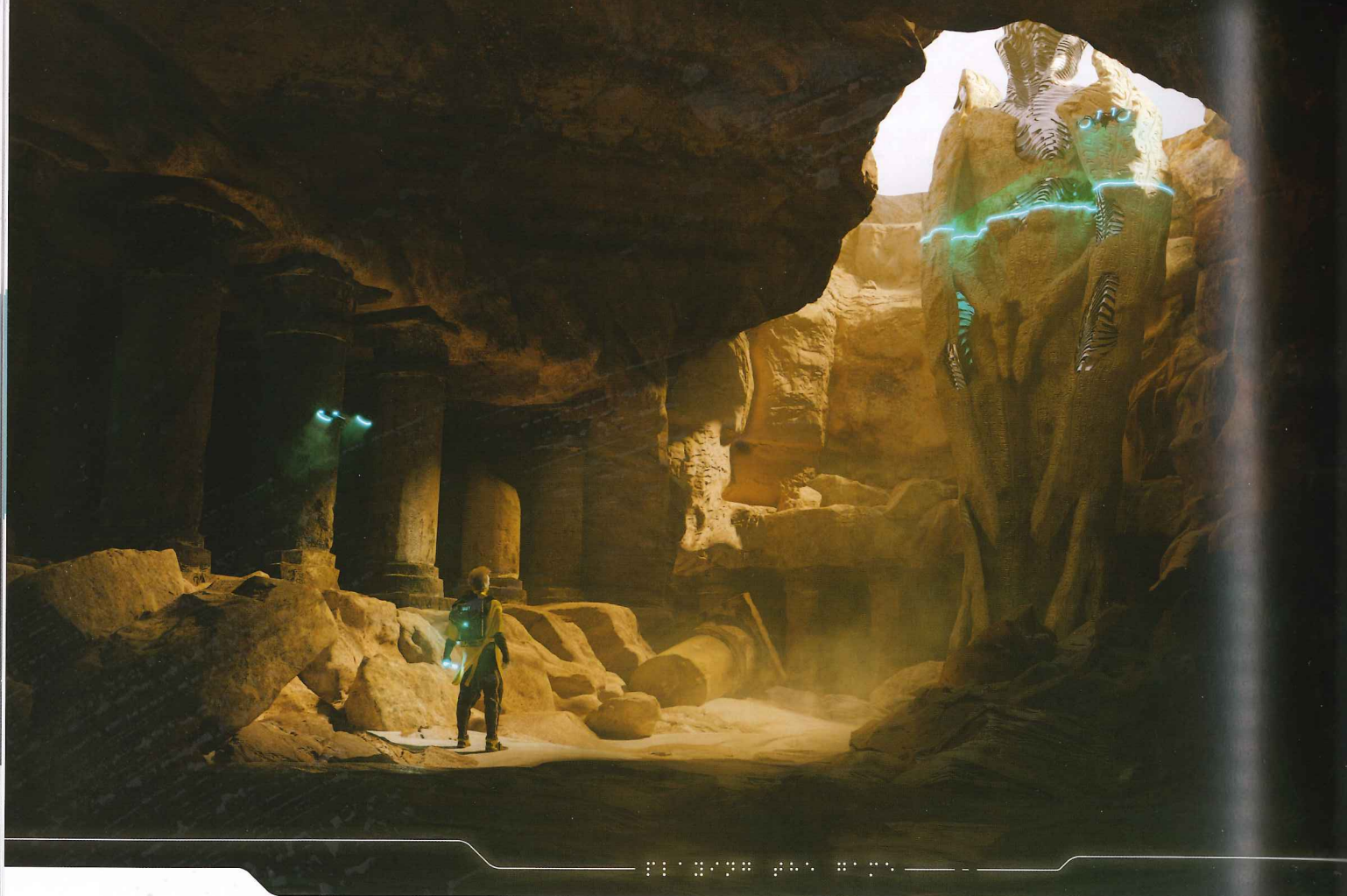
Othervisor

Aegis Augment (Helmet)

The Othervisor is a mask of synthetic flesh, generally stored in a special bio-printer case that is small enough to be carried. After being modified directly from a digitized image of someone's face you can use a Bonus Action to adhere the thin mask to your own face where it becomes visually indistinguishable from human flesh. The Othervisor flesh is porous and allows your sweat to pass through, adding to its life-like quality. An Othervisor can last indefinitely when worn inside an Aegis suit but decays and dies after 6 hours once exposed directly to air.

While active, your face becomes identical to that of someone else and can fool biometric visual scans and deceive anyone, even those familiar with the subject. It takes 1 hour to reprogram the Othervisor to adopt a different face.





EXPLORATION GEAR

A variety of gear exists to increase the chances that a Traveler returns safely from excursions to the dangerous locations they explore. Other items serve as valuable salvage, possibly to be traded for better equipment and weapons.

EQUIPMENT AND GEAR >>>

GEAR	COST
Breach Kit	800 IC
Compression Suit	500 IC
Drope Lamp	200 IC
Groflash	50 IC
Heritage Seed Container	5,000,000 IC
Link	40 IC
Lokstrips	125 IC
Lorentz Timepiece	Special
Memoriam Card Game	150 IC
Plasma Gill	100 IC
Portable Waystation	1,000 IC

GEAR	COST
Raycer Exposure Inhalers	60 IC
Rocket Pack	2,000 IC
Rocket Pack, Advanced	10,000 IC
Sharp End	200 IC
Sleeper Capsule	1,500,000 IC
SpeakEZ	200 IC
STS Transceiver	800 IC
Survival Pack	350 IC
Vat Grown Food Assembler	750,000 IC
ZPZ Generator	Special

GEAR

The following lists general-purpose equipment useful for Travelers, with the prices for these items indicated on the Equipment and Gear table.

Breach Kit

Basic Gear

Breach Kits are reusable thermite charges that can cut through fortified walls and doors. They are used by Travelers to infiltrate Celestial ruins, where passageways and access corridors are often blocked by fallen infrastructure or guarded against unauthorized entry. You use a Bonus Action to apply the Breach Kit to an object and at the start of your next turn the kit activates and the object takes 10d8 Heat damage. Any creature within 5 feet of the Breach Kit when it activates must make a DC 14 Dexterity saving throw. A target takes 4d8 Heat damage on a failed save, or half as much damage on a successful one. You must finish a Long Rest before using the Breach Kit again.

Compression Suit

Basic Gear, Clothing

Compression Suits are designed to reduce stress inflicted by g-forces and ensure that life support systems are functional for individual passengers during spaceflight. They aren't worn during extra-vehicular exploration. Instead, they are required during periods of intense acceleration, such as launches from a planet's surface—or transit through the interstellar pathways. They use a combination of liquid gels and hard-freezing gases to ensure passenger safety as the spacecraft approaches the lightspeed threshold. The process is strange and uncomfortable even with the Compression Suit; if you attempt a pathway flight without wearing one, you take 10d20 Bludgeoning damage and gain three levels of Exhaustion.

While wearing a Compression Suit, your Speed is reduced by -10. These suits can't be worn while wearing an Aegis suit.

BREACH KIT



CHI YANG

COMPRESSION SUIT



DANIEL HAHN

Drone Lamp

Basic Gear

Drone Lamps are autonomous “flying torches” that provide illumination during salvaging runs. They are networked with the Traveler’s home base or shuttle, allowing two-way data transfer and the ship’s AI can also control the lamp if necessary. Drone Lamps try to always maintain a flying height of 5 feet.

You activate or deactivate the Drone Lamp by using a Bonus Action. While active it casts Bright Light in a 30-foot-radius Sphere and Dim Light out to 60 feet. It has a Fly Speed of 30 feet and attempts to remain within 10 feet of you, taking its turn immediately after yours.

Groflash

Basic Gear, Stimulant

Groflash, also known as flesh gel, is a medical triage aid carried by paramedics and soldiers and is used on wounds of all sizes. Designed to bond to veins and arteries, it solidifies fast on contact with blood, sealing up any open arteries and preventing further blood loss.

You can use a Bonus Action to target a creature within 5 feet of you. If Groflash is used on a target with 0 Hit Points, that target becomes Stable but remains at 0 Hit Points and if they aren’t healed before the Groflash decays in 1 hour, they must begin making Death Saving Throws again (see “Death Saving Throws” in chapter 4). If used on a target with 1 or more Hit Points, the target regains 1d4 Hit Points.

Heritage Seed Container

Facility

While every arkship carried its own objects from Earth—genetic samples, plant seeds, precious artifacts, and so forth—all of which required unique containment and preservation methods, nearly every ark also carried three “black boxes” to ensure that Earth was not forgotten. Each black box (actually a hexagonal prism) is almost six feet high and half as wide, made of a synthetic material of extraordinary strength capable of surviving anything short of a nuclear blast. The box is locked with a complex (but not deliberately obtuse) mechanical fastener; deep inside is a cylinder containing a viscous fluid. Suspended in the fluid is DNA encoded with information about Earth and its creatures—a sort of “Golden Record” of selected data. The information repeats millions of times over in the condensed space to guard against damage or loss.

The means of creating the box itself are long since lost, and the techniques required to transcribe the massive amount of DNA data from a computer database have been obscured by time—they could certainly be recreated, but they are, for the moment, beyond Present Era human ability.

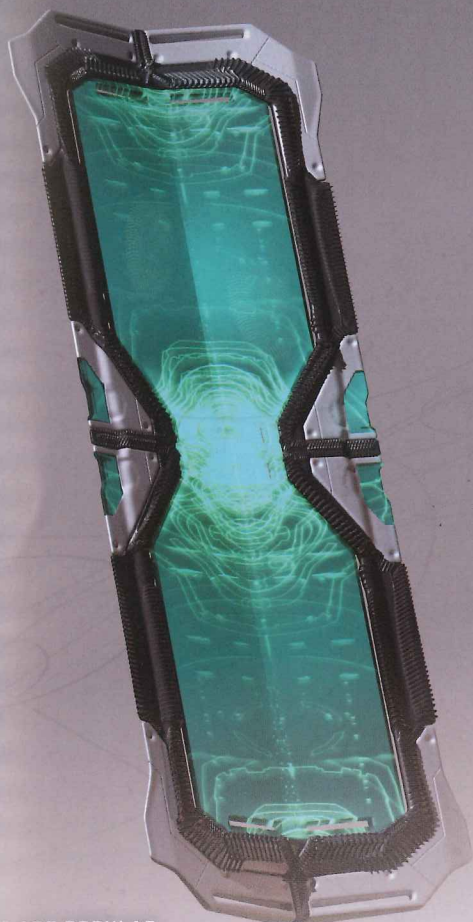
STIMULANTS

Unless otherwise stated in its description, a Stimulant can be used only once.

05 02

A DRONE LAMP ATTACHES TO A SUIT UNTIL READY TO LAUNCH.





LINKS ARE POPULAR COMMUNICATION DEVICES.

Link

Basic Gear, Communications

Nearly all citizens—including Travelers—own a single Link (also known as a “Inc”), a personal phone, computing device, and debit card all in one. With a Link you can use an action to make Intelligence (Computing) ability checks anywhere with access to the central computer system, or you can use a Bonus Action to talk to other users on the same world who also have a Link. Calls or other activity undertaken via a Link risk being intercepted by surveillance.

Lokstrips

Basic Gear

Lokstrips are used to bind a creature’s arms and legs. You use an action to handcuff a creature with these restraints (the target must have the Incapacitated condition or voluntarily agree to wear the Lokstrips). While wearing Lokstrips a creature has the Restrained condition. A creature other than the Restrained creature can use an action to remove the Lokstrips without a check. A Restrained creature can use an action to break themselves free by making a DC 20 Strength check. If successful they break the Lokstrips, free themselves, and end the Restrained condition. If they fail the check, they can’t make another attempt until they have finished a Long Rest.

Lorentz Timepiece

Basic Gear, Traveler

These are expensive and sophisticated devices that include mechanical accelerometers that are sensitive to relativistic effects, allowing you to keep track of your time-dilated age and to display the divergent date-time of your homeworld while traveling. These timepieces are crafted with old Earth watchmaking mechanisms and are immune to anything that might disrupt an electronic device.

Memoriam Card Game

Basic Gear

The “cards” of this game weren’t originally playing cards at all—they’re artifacts of a long-forgotten Celestial civilization, slender objects which may have originally been some sort of data storage medium. No humans have managed to decipher their technology, but whatever they were they were common enough to now be commonly traded by merchants and Travelers. They’re the Cluster’s equivalent of arrowheads or



LORENTZ TIMEPIECE

pottery shards—scattered everywhere for amateur archeologists to find, with as many frauds sold as genuine artifacts and ranging from ordinary to exquisite and revealing. They are made of an unknown alloy that is smooth, damage-resistant, able to absorb small amounts of electricity from available sources via induction and absorbs roughly 99.99 percent of visible light at certain angles while retaining an ordinary gray metallic sheen from others. Since all chips appear identical, owners usually paint images on them, name them, and so forth so they can identify them during play.

A game has developed around the cards' use. When the cards are charged then activated by a light tap and placed in proximity to other cards, they generate a complex holographic structure above the playing field. The structure resembles the graphic formula of a molecule, though this may be a coincidence; and each card has a unique effect on the structure when placed. Some cards add one or more elements to a structure; others remove elements or even radically reconfigure the structure in its entirety. Depending on the exact rules (multiple variants with multiple scoring systems exist), players seek to close off or complete the structure to make further additions impossible, or to fully disrupt and remove it.

More complex structures have been known to cause eyestrain and headaches in onlookers (causing some concern that they could create Langford "basilisk" effects). On extremely rare occasions, completed structures become human-readable, showing what appear to be star charts or maps of chemical compounds.

Plasma Gill

Basic Gear, Stimulant

This medical module is used by emergency teams to inject artificial blood plasma into a body suffering severe injuries. The gill section re-oxygenates the outflowing plasma so that it can be pumped back in, allowing the organs it supplies to stay alive until a full hematological system is attached, or the body is further repaired.

You can use a Bonus Action to target a creature within 5 feet of you. That target regains 1d8 Hit Points at the start of your next turn.

PORTABLE WAYSTATION



Portable Waystation

Basic Gear

A Portable Waystation is the size of a small suitcase, but you can use an action to make it unfold into an impromptu base of operations on the field. It provides supplies and light shelter for four people, as well as steady power generation for up to 72 hours. Once depleted, the waystation is no longer usable.

Raycer Exposure Inhalers

Basic Gear, Stimulant

Raycer Exposure Inhalers counteract the presence of foreign substances in the body. This could include poison or venom, atmospheric exposure, or a newly contracted virus. The inhaler distributes a cloud of engineered bacteria that bond with the host's blood and filter anything non-matching.

You can use a Bonus Action to target a creature within 5 feet of you, including yourself. If the target has the Poisoned condition, they are cured of it and if they have any levels of Exhaustion, their Exhaustion level is reduced by one.

Rocket Pack

Basic Gear

You wear this device on your back and activate it or deactivate it with an action. The Rocket Pack uses jets of gas to propel you through the air or a vacuum. It provides a Fly Speed of 15 with a duration of 5 rounds in atmospheric conditions and 1 hour in a vacuum. You must land before the duration, otherwise you fall.

Rocket Pack, Advanced

Basic Gear, Traveler

Developed by Travelers using Celestial technology to enhance the standard rocket pack, this device increases the flight duration to 1 hour in atmospheric conditions and 24 hours in a vacuum.

Sharp End

Basic Gear, Stimulant

This is a neuroactive drug taken to enhance perception and focus and is often used by Travelers on a raid. Every sense is amplified, heightening awareness of the surroundings. The downside is the incremental neural degradation that Sharp End inflicts on the brain. Standard advice is never to use Sharp End more than 20 minutes total in a lifetime.

You can use a Bonus Action to administer Sharp End to a creature within 5 feet of you, including yourself. For 1 minute the target has a +2 bonus to any Dexterity checks or Dexterity saving throws they make and Advantage on Wisdom (Perception) checks.

Sleeper Capsule

Facility

Sleeper Capsule technology is an evolution of cryonics—a means of slowing human brain activity and other biological processes to a near-total stop, while preventing the decay and death of those organs that can't be placed in suspended animation. Through a day-long surgical process, the patient's blood is replaced with a fluid solution that preserves the body and protects it from damage; the body is then immersed in a bath of an entirely different solution designed to cool the body to an extremely low temperature. The capsule itself periodically flushes both fluids and monitors the patient's life signs. Reviving a patient is simpler than putting one to sleep, but also slower—usually requiring several days (along with plenty of donor blood, if the original blood sample has not been preserved).

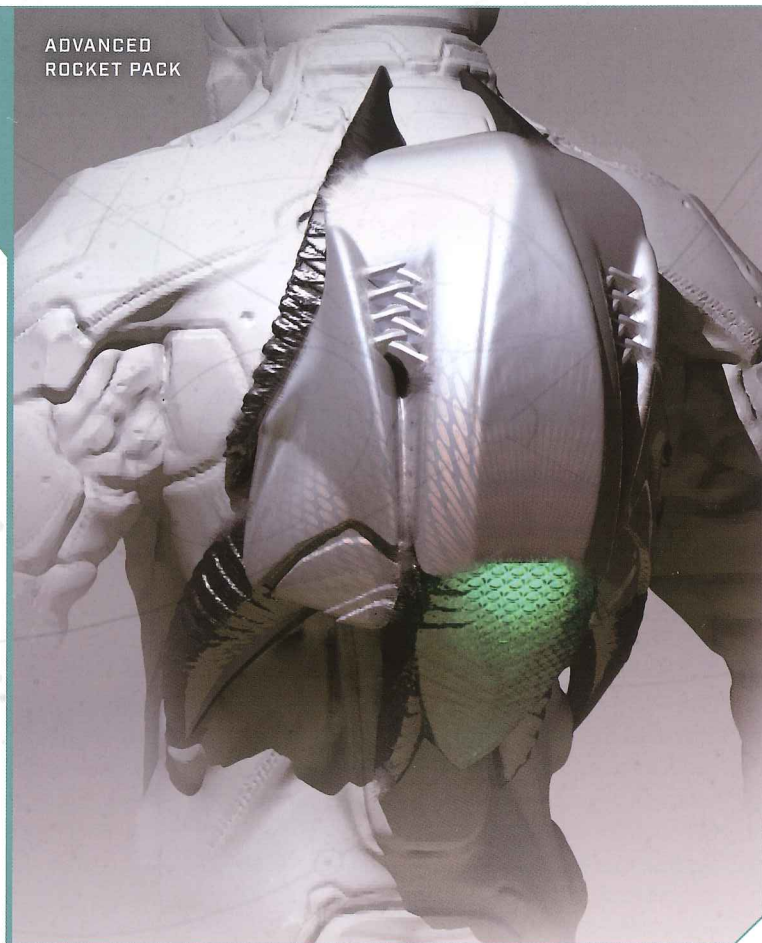
Under optimal conditions, a Sleeper Capsule can keep a healthy human alive for centuries—maybe even as long as a millennium.

ROCKET PACK



DANIEL HAHN

ADVANCED
ROCKET PACK



AARON SIMS CREATIVE

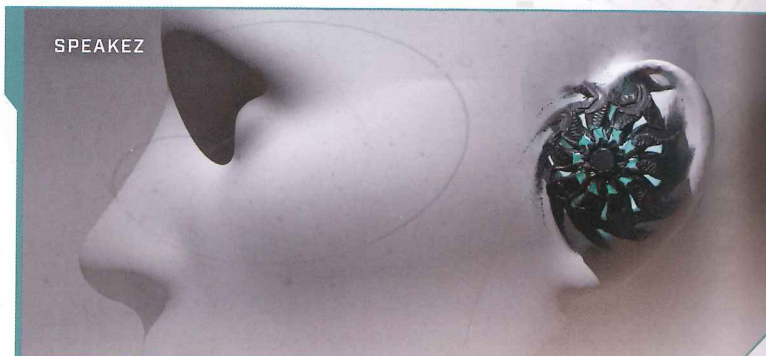


SLEEPER STORAGE FACILITY

JULIAN CALLE

However, some amount of damage is inevitable. Some degree of memory loss and brain damage is almost guaranteed, and the longer the sleeper is stored the more damage that occurs. Organ damage, often fatal, is common for sleepers stored for more than a few decades. (Arkships have seen fatality rates among sleepers ranging from 10 to 60 percent, depending on maintenance, power failures, and so on.)

Some colonists, especially wealthier ones, demanded to be awakened only once a colony had taken hold on a world. When finally awoken decades or even centuries after initial landfall, they are often derogatorily referred to as “sleepers”. Sleeper Capsules tend to be viewed with mistrust by the descendants of arkships—they required constant monitoring and maintenance by the ark crews and still killed an average of one in three sleepers. For this reason, the means of building and maintaining the capsules has largely been forgotten. Some advanced colonies recreate similar capsules for medical purposes—suspending patients suffering from dangerous diseases until a cure can be found—but these are most often the pet projects of rich and powerful individuals rather than commonplace.



SPEAKEZ

AARON SIMS CREATIVE

SpeakEZ

Basic Gear, Communications

When anonymity is desired, or when connecting to the central tower proves difficult, some citizens turn to a SpeakEZ. These offline devices evolved from the walkie-talkies of the past and operate using a combination of frequencies and channels. To connect with another user, you use a Bonus Action and must know their specific combination. Some public channels exist, though most people use the device specifically to avoid being overheard. While the SpeakEZ can effectively communicate across a planet, it is incapable of interplanetary and orbital communication.

STS Transceiver

Basic Gear, Communications

Using miniaturized technology originally developed for ship-to-ship communication, the STS Transceiver is the best method of communicating with a ship in orbit. Roughly the size of a small backpack, Travelers usually store these devices in a ground vehicle to avoid lugging the pack around. When communicating within a planet's orbit, the lag time is relatively low—a few seconds at most. STS Transceivers are capable of interplanetary transmissions, but the signal suffers reduced quality and significant lag—each light-minute adds a minute of delay. During delay, the STS must remain active to receive return signals, which could potentially take hours. You use an action to activate or deactivate an STS Transceiver.

Survival Pack

Basic Gear

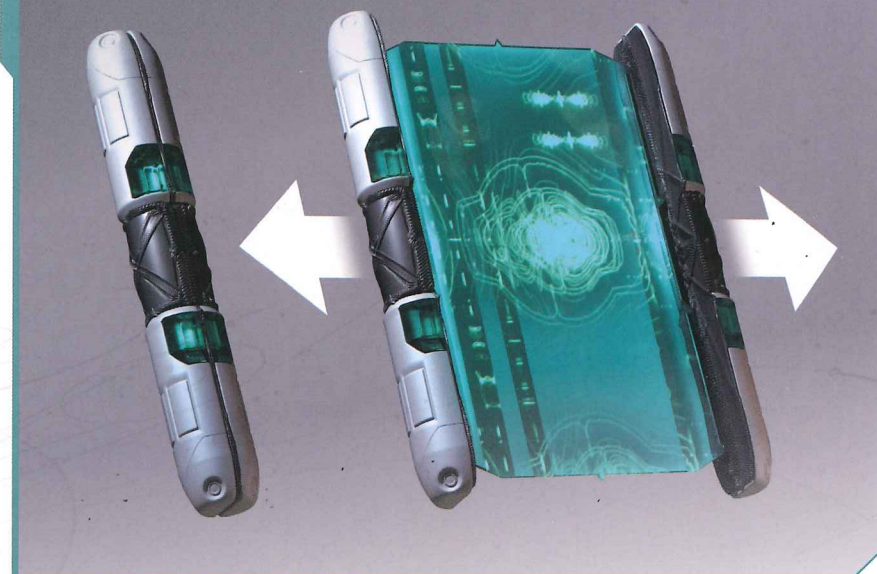
These packs contain a variety of equipment, including food for four people for up to a 1 week, four thermosheets, and basic medical supplies including four Groflesh, two Raycer Exposure Inhalers, a couple scalpels, and bandages.

Vat Grown Food Assembler

Facility

Much of the food aboard the arkships was produced in large cellular agriculture tanks containing genetically engineered microflora able to replicate and produce a sweet-tasting and nutritious slurry. The slurry was designed on Earth specifically for the great Exodus to provide as complete a diet as possible, but the ark populations found

STS TRANSCEIVER



significant drawbacks: aside from the sheer monotony of the substance, long-term consumption appeared to result in an increase in a variety of diseases in portions of the population. Diversity in diet—even if less nutritionally sound—led to stronger immune systems, more adaptable gut biomes, and other traits.

Producing all an arkship's food in a limited number of tanks also led to the severe risk of population-wide bacterial infections if anything in the formulation went wrong. This alone was enough reason for most colonies to abandon the slurry to reduce their overall risk since new planetary environments already introduced an entirely new set of risk factors outside the closed systems of the arks.

These containers are the size of a small car and can provide food sufficient to feed a crew of ten for approximately 360 days.

ZPZ Generator

Advanced Starship Equipment, Celestial

When a Gate of Heaven accelerates a ship up to relativistic velocity, it does so swiftly, generating somewhere around half a million gees. No living creature can hope to withstand such forces, so the Elohim developed a zero-point zone framing effector to protect ships passing through the gates. These ZPZ Generators lock all atoms in the ship and its passengers into place to allow the whole structure to withstand the acceleration force.

Most ships can be fitted with a ZPZ stasis generator. The quality of generators varies, with better generators safely allowing travel at an increased speed. The default speed for most ZPZ Generators is T5 (0.99999). See "The Unbreakable Rule" and "The Elohim" section for details about how traveling the Elohim Pathways works.

ZPZ Generators can't be purchased, they must be found, and when discovered, they are exceedingly valuable, worth more than the combined value of many human settlements.

WEAPONS

There are a variety of weapons available to humans throughout the Cluster.

WEAPON PROFICIENCY

Your class grants you proficiency with categories of weapon. Proficiency with a weapon allows you to add your Proficiency Bonus to the attack roll you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you don't add your Proficiency Bonus to the attack roll.

The weapon proficiency categories in Exodus are Blades, Drones, Explosives, Heavy Guns, Mech Weaponry, Pistols, Rifles, and Shotguns.

TRAVELER WEAPONRY

Among the weapons available to humans are a special class of advanced weapon—Traveler Weapons. These weapons are either basic Celestial weapons that Travelers repurpose, items built by Travelers using Celestial technology, or very powerful human-made items only Travelers can afford, find, or trade for.

EXPLOSIVES

Unless otherwise stated in its item description, a weapon that requires proficiency with Explosive weapons is a one-use item that is expended (destroyed) when used.

HUMAN WEAPONRY >>>>

WEAPON	AMMO	DAMAGE	RANGE	PROPERTIES	MASTERY	COST
<i>Blades</i>						
Basic Blade	—	2d6 Slashing	—	—	Vex	100 IC
Heavy Plasma Blade	—	4d10 Energy	—	Heavy, Two-handed	Graze	4,500 IC
Light Plasma Blade	—	4d8 Energy	—	—	Vex	3,000 IC
Power Blade	—	2d6 Slashing plus 1d6 Energy	—	—	Graze	750 IC
<i>Drones</i>						
Drone Carbine	10	3d8 Piercing	100/200	Drone, Smart, Tech 20	—	6,500 IC
Drone Turret	5	2d6 Piercing	100/200	Drone, Tech 12	—	1,500 IC
Mobile Drone Gun	5	2d6 Piercing	50/100	Drone, Tech 16	—	5,000 IC
Personal Defense Drone	—	—	—	Drone, Tech 15	—	1,800 IC
Riot Drone Turret	10	3d6 Piercing	150/300	Drone, Tech 18	—	3,000 IC
Shoulder Drone Gun	5	2d6 Piercing	100/200	Drone, Tech 15	Burst	2,200 IC
<i>Explosives</i>						
Anti Vehicle Mine	—	3d10 Piercing	—	Explosive 5, Mine	—	800 IC
Concussive Mine	—	3d4 Piercing	—	Explosive 10, Mine	—	200 IC
Diagnostic Grenade	—	—	20/60	Thrown, Special	—	400 IC
Fragmentation Mine	—	2d12 Piercing	—	Explosive 15, Mine	—	350 IC
Taurus Grenade	—	2d8 Piercing	40/80	Explosive 10, Thrown	—	100 IC
<i>Heavy Guns</i>						
Black Widow	5	5d6 Piercing	200/400	Smart, Heavy, Two-handed	Burst	6,000 IC
Heavy Autocannon	10	4d8 Piercing	150/300	Heavy, Two-handed	Burst	4,500 IC
Karachi GL-17	—	—	120/240	Heavy, Two-handed	—	350 IC
Taurus Heavy Repeater	5	2d10 Piercing	100/200	Heavy, Two-handed	Burst	1,500 IC
Wasp Anti Vehicle Gun	5	3d8 Piercing	100/200	Explosive 10, Heavy, Smart, Two-handed	Push	2,400 IC

TRAVELERS BREACH A VALUABLE REMNANT VAULT.

WEAPON	AMMO	DAMAGE	RANGE	PROPERTIES	MASTERY	COST
<i>Pistols</i>						
Energy Pistol	3 (Charges)	3d4 Energy	50/100	-	Focus	3,000 IC
Needler	5	—	10/60	Smart	Slow	325 IC
Peacemaker	5	3d6 Piercing	100/200	-	Slow	1,300 IC
Rémington SMG	10	3d4 Piercing	50/150	—	Burst	300 IC
Sturm Security	10	2d8 Piercing	100/200	Smart	Slow	450 IC
Taurus Handgun	5	2d6 Piercing	100/200	—	Slow	200 IC
<i>Rifles</i>						
AR Assault Rifle	10	2d8 Piercing	150/300	Two-handed	Burst	500 IC
Raycer Carbine	5	4d4 Piercing	150/300	Smart, Two-handed	Burst	750 IC
Recycler	10	3d8 Piercing	150/300	Smart, Two-handed	Burst	2,500 IC
Recycler (Sniper)	5	3d8 Piercing	300/600	Smart, Two-handed	Vex	3,000 IC
Recycler (Transforming)						5,500 IC
▪ Mode: Rifle	10	3d8 Piercing	150/300	Smart, Two-handed	Push	—
▪ Mode: Assault	—	3d10 Piercing	50/100	Smart, Two-handed	Burst	—
▪ Mode: Sniper	—	3d8 Piercing	300/600	Smart, Two-handed	Vex	—
SM Sniper Rifle	5	2d8 Piercing	250/500	Two-Handed	Vex	600 IC
<i>Shotguns</i>						
Assault Shotgun	10	3d10 Piercing	50/100	Two-handed	Push	2,800 IC
Cerberus Shotgun	5	1d8 Piercing (each barrel)	50/100	Smart, Two-handed	Push	800 IC
Ruudan Riot Gun	5	2d8 Piercing	50/100	Two-handed	Push	650 IC

SPECIAL AMMUNITION >>>>

AMMUNITION	DAMAGE	PROPERTIES	COST [PER 10 ROUNDS]
Conductive Oil	1 Bludgeoning	On a hit, target becomes vulnerable to Cold, Energy, and Heat damage until the end of their next turn	30 IC
Freeze Pellets	2d4 Cold	—	20 IC
Grounders	4d12 Heat	Can only be loaded into Heavy Guns	100 IC
Needles	2d6 Piercing	—	10 IC
Riot Rounds	2d6 Bludgeoning	This damage can't reduce a target's Hit Points to less than 1	30 IC
Scorches	3d4 Heat	—	40 IC
Spectre Gas Bullet	6d6 Slashing	—	250 IC
Target-Assist	3d6 Piercing	+2 bonus to attack roll	50 IC

AMMUNITION

Most ranged weapons fire ammunition from one of three categories of ammunition.

AMMO

Most guns need to be reloaded after expending a certain number of shots. The number in the Ammo column on the Weaponry table represents the number of shots that can be fired before a reload is required. Unless otherwise stated, each attack roll made with a gun represents the use of a single shot and once the number of shots are expended, you can't fire the gun again until you use an action or a Bonus Action to reload it.

You don't need to track this ammunition outside of combat.

CHARGES

Celestial weapons tend to use advanced technology to generate bursts of energy to propel projectiles at incredible velocity. Eventually after a number of firings (the Charges column on the Celestial Guns table) these guns need to be quick-charged before they can fire again. You use an action, a Bonus Action, or a Reaction to quick-charge a Celestial weapon.

SPECIAL AMMUNITION

Weapons with the Smart property can load specialized ammunition. Available ammunition is summarized on the Special Ammunition table. Unlike standard ammunition, each character must track how much of each kind of specialized ammunition they carry as this ammunition is expensive and rare.

MASTERY PROPERTIES

Most weapons have a mastery property, as shown on the appropriate weaponry table. That property is usable only by a character who has a feature, such as Weapon Mastery, which unlocks the property for the character. The properties are defined below.

BURST

You can attack with this weapon normally or choose to fire this weapon in "burst mode". In burst mode, if this weapon hits a target, in addition to damage, it also inflicts the Suppressed condition on the target until the end of the target's next turn (see "Conditions" in chapter 4). When using this feature, regardless of a hit or a miss, the weapon expends all its ammo by the start of your next turn and must consequently be reloaded before it can be fired again. If you become Unconscious the Suppressed mode on the target ends.

FOCUS

A focus weapon deals additional damage to a target if it previously hit the same target (and only that target) on your previous turn. This represents the energy beam becoming more intense. Each consecutive turn adds an additional die of damage. For example, a Focus weapon that deals 1d12 Energy damage the first time it hits a target would deal 2d12 Energy damage the second time, 3d12 on the third, and so on, up to a maximum of 5 additional dice of damage. If you miss the target, the damage resets back to its base damage.

CRAZE

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

PUSH

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SLOW

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

VEX

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

WEAPON PROPERTIES

The following describes additional special properties that some weapons have.

DRONE

You can use an action to deploy these portable systems. Most are capable of autonomous firing, targeting opponents within 360 degrees, up to the range indicated in the weaponry table. All drones easily distinguish friend from foe.

EXPLOSIVE

If this weapon hits a target, it deals additional damage to the target and any creature within a certain radius from the target. The radius, in feet, is determined by the number that follows the word Explosive. Each creature in the radius must make a DC 15 Dexterity saving throw, taking Heat damage on a failed save, or half as much damage on a successful one. The Heat damage taken is equivalent to the damage amount that the weapon inflicted when it first hit.

HEAVY

A heavy weapon's size and bulk makes it too large for a Small creature to use effectively. Small creatures have Disadvantage on attack rolls with heavy weapons.

MINE

You use an action and make a Wisdom (Mechanics) check to place a mine. The result of the check is the DC for any Wisdom (Perception) checks to notice the mine from a range of 15 feet or closer. An enemy that doesn't notice a mine, triggers an explosion when they are within 5 feet of the mine. The damage each type of mine does is detailed on the appropriate Weaponry table.

SMART

This weapon interacts in various ways with advanced technology, such as those included in an Aegis suit. These include augmented reality displays, improved aiming, and advanced ammunition control.

While wearing an Aegis suit you can use an action to load special ammunition into a Smart weapon (see "Special Ammunition" in this chapter). You also gain a range increase of +50/+100 when using this weapon while also wearing an Aegis suit.

DRONE

SMALL CONSTRUCT

AC 16 (armor plating) **Initiative** +0 (10)
HP 14 (4d6)
Speed 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	10	+0 +0	DEX	10	+0 +0	CON	10	+0 +0
INT	4	-3 -3	WIS	4	-3 -3	CHA	1	-5 -5

Vulnerabilities Electrical

Immunities Poison; Dominated, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Passive Perception 7

Languages None

CR None (XP 0; PB +2)

TRAITS

Not Alive. The drone doesn't need to breathe, and it can function normally in a vacuum or similar environment.

ACTIONS

Fire Weapon. The drone is equipped with a rifle and can make a single ranged attack with a +2 bonus to the attack roll and using the damage indicated on the weaponry table for this type of drone.

TECH

This weapon is subject to sabotage from potential hackers. An enemy within 10 feet can use an action to make an Intelligence (Electronics) check with the DC determined by the number that follows the word Tech in the weaponry table. A successful check disables the weapon for 1 minute, while a failed ability check prevents subsequent hacking attempts on that device for 1 hour.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack.

TWO-HANDED

This weapon requires two hands to use.

ULTRABONDED

An item or object that is ultrabonded has been built with advanced Celestial technology, making it Immune to Heat damage.

ANTI-VEHICLE
MINE



CONCUSSIVE MINE



HUMAN WEAPONRY

Although the exact composition has changed over the centuries, chemical propellants—that is, evolved forms of old-fashioned gunpowder—remain at the heart of most human guns.

Classification of weapons has become somewhat standardized, with Celestial weaponry at the top and old ark technology on the bottom. Inside this range exist a large variety of weapons—mostly human constructions—utilizing different levels of tech.

Anti-Vehicle Mine

Proficiency (Explosive)

Anti-Vehicle Mines are designed to deliver a directed, highly focused blast, making them ideal for disabling armored vehicles or other machinery. They do double damage to objects.

AR Assault Rifle

Proficiency (Rifle)

Loved for its common banality, the AR Assault Rifle is easily constructed, simply fired, and, generally, reliable.

Assault Shotgun

Proficiency (Shotgun), Traveler

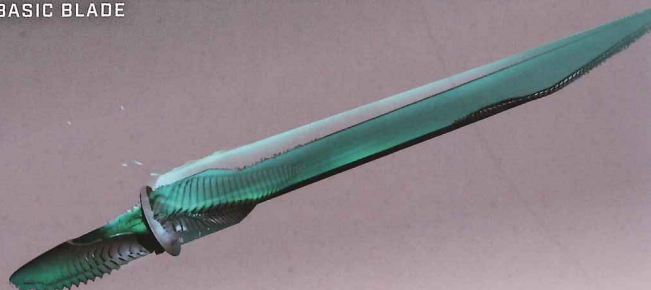
The military gold-standard for countless generations, Assault Shotguns can unleash havoc on the battlefield. Modern Assault Shotguns are collapsible, allowing them to be more easily carried in the field. You can hide this gun in luggage, or a backpack, and at a distance greater than 5 feet, requires a successful DC 18 Wisdom (Perception) to be identified as a gun.

Basic Blade

Proficiency (Blade)

This is a simple weapon made for slashing at an opponent and is generally used by low-ranking criminals, or in a pinch, for home defense. Professional soldiers try to get their hands on more advanced weaponry.

BASIC BLADE



Black Widow

Proficiency (Heavy Gun), Traveler

Designed to be a more elegant option than the heavy autocannon, the Black Widow makes up for its lack of raw firepower with precision and versatility. The ability to fire multiple types of ammunition makes it an effective weapon against both enemy hordes and heavily armored targets.

Cerberus Shotgun

Proficiency (Shotgun)

Designed with two barrels to facilitate two different ammunition types at the same time, the Cerberus uses AR integration for more precise control.

Concussive Mine

Proficiency (Explosive)

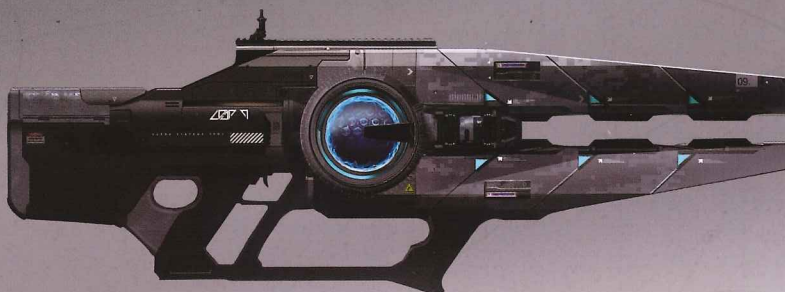
Primarily used to fortify positions, Concussive Mines aren't the most lethal ordnance. However, their powerful shock wave stuns and disorients enemies, even those clad in Aegis suits. A creature stepping on a Concussive Mine must succeed on a DC 14 Constitution saving throw or have the Stunned condition for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

AR ASSAULT RIFLE



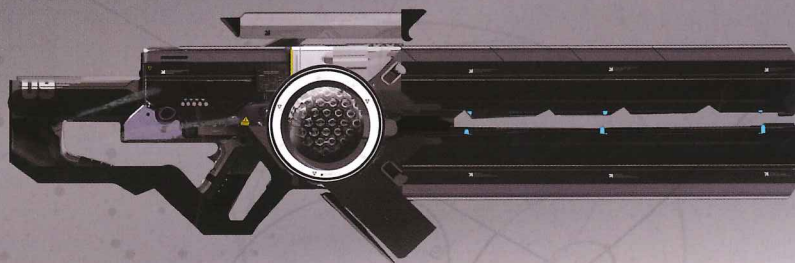
AARON SIMS CREATIVE

ASSAULT SHOTGUN



DANIEL HAHN

BLACK WIDOW



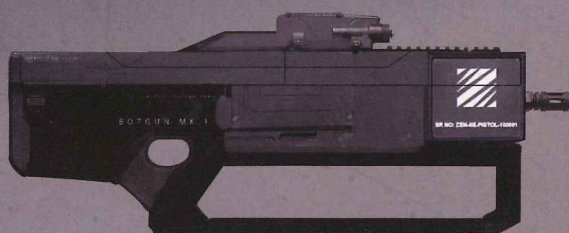
DANIEL HAHN

CERBERUS SHOTGUN



WARDOG STUDIOS

DRONE CARBINE



DANIEL HAHN

Diagnostic Grenade

Proficiency (Explosive), Traveler Grenade

Diagnostic Grenades are seldom found complete, but humans with engineering knowledge can build them given access to the core component, a common and innocuous computing unit used across many Celestial cultures. The base purpose for this computing node is error checking and ensuring compatibility between different systems. To turn it into a Diagnostic Grenade, an engineer fits it with a detonation trigger and some manner of signal amplifier, both easy enough to rig up. When thrown ahead and triggered, the node immediately queries all the systems around it and requires them to reveal themselves and provide a full functionality report. For the scavenger on the go this has a variety of benefits.

Ambush Detection. Firstly, after you throw this grenade, it can smoke out ghost ambushes, traps, and security systems, as every active system in the room immediately lights up. A thrown grenade reveals hidden doors, buried Remnants, and just about anything with active Celestial tech in it. Any such item or creature within a 100-foot Cone of where the grenade is thrown, immediately reveals itself, automatically

failing Dexterity (Stealth) checks. Any Celestial secret doors or traps are also revealed to you (though not the mechanism to disable, bypass, or activate them).

System Reset. Secondly, the grenade acts as a momentary reset while the systems around it pause to run self-diagnostics and report. Sometimes a total reset occurs, sending systems back into dormancy or opening them to modification. Any Construct you hit with a thrown Diagnostic Grenade must make a DC 14 Intelligence saving throw. On a failure they have the Incapacitated condition until the end of their next turn.

Drone Carbine

Proficiency (Drone), Traveler

This Traveler variant of the standard drone is equipped with retractable legs, allowing it to maneuver over a wide variety of inhospitable terrain with surprising dexterity. Use the **Drone** stat block revealed earlier in this chapter but with an increased Speed of 30 feet and a Climb Speed of 10 feet. The Drone Carbine can also be used as a ranged weapon (it requires an action to transform it from weapon form into drone form or vice versa).



DIAGNOSTIC GRENADE



DRONE TURRET

AARON SIMS CREATIVE

ENERGY PISTOL



Drone Turret

Proficiency (Drone)

A staple of most militaries, basic Drone Turrets can be placed in strategic positions then left unattended to target and fire upon enemy troops. Use the accompanying **Drone** stat block but this Drone Turret has a Speed of 0. As long as you are within 30 feet of the Drone Turret, you can use an action to program the drone to attack a specific target or a group of potential targets based on simple parameters, such as uniform or creature type (Beast or Construct, etc.) It can't identify specific individuals. The drone continues to attack a valid target, until all valid targets are dead, or you use an action to select different targets.

Energy Pistol

Proficiency (Pistol), Traveler

These uncommon pistols are sometimes found in Celestial ruins and require only a little modification by Travelers to turn into weapons that humans can use. Though not powerful, they deliver Energy damage, making them useful in situations where standard pistols don't suffice.

FRAGMENTATION MINE



Fragmentation Mine

Proficiency (Explosive)

Designed to inflict maximum trauma to small clusters of enemies, Fragmentation Mines are small enough to be carried and deployed during a battle.

Heavy Autocannon

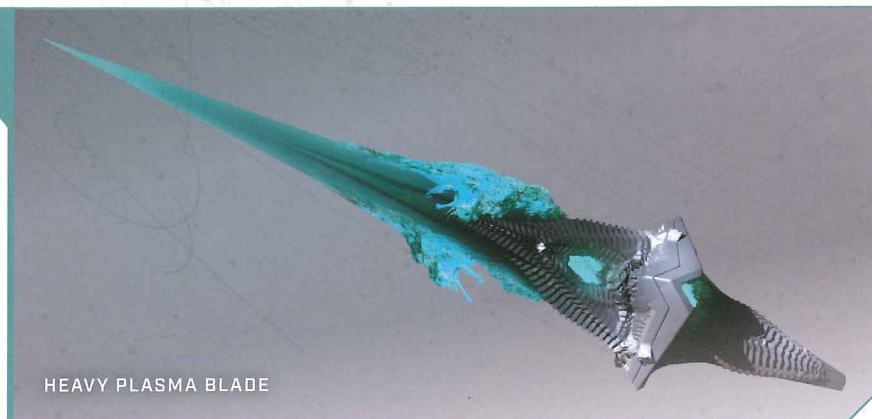
Proficiency (Heavy Gun), Traveler

A staple of any military force, the Heavy Autocannon is a brutally efficient weapon with enough firepower to mow down entire battalions. The addition of a magrail grenade launcher has made modern versions even more deadly. You can use a Bonus Action to load any Explosive (Grenade) into an empty launcher.

Magrail Grenade Launcher. Instead of firing the autocannon, you can fire one previously loaded grenade, using the autocannon's range characteristic instead of the grenade's standard throw distance.



HEAVY AUTOCANNON



Heavy
Plasma Blade

Proficiency (Blade), Traveler

These massive blades are brutish weapons that resemble ancient broadswords. Constructed from extremely rare non-conductive alloys, the entire blade is coated with a thin layer of plasma gel. A power source in the hilt energizes the gel, causing it to become super-heated and highly charged. Whenever the blade strikes its target it releases a sharp burst of electricity, making it particularly effective at disabling ghosts. Small traces of the gel adhere to the target on impact, continuing to burn for several seconds, eating away at armor or metal plating and inflicting serious damage on unprotected flesh.

You deal an additional 1d10 Electrical damage to Constructs hit with this weapon. Additionally, when you hit a target with this blade, the target must make a DC 16 Constitution saving throw. If they fail the save, they take an additional 2d10 Heat damage at the start of their next turn.

Karachi Grenade Launcher 17

Proficiency (Heavy Gun)

Combining range and reliability, the Karachi Grenade Launcher 17 has become the go to choice for many human militaries. It can be loaded ahead of time with up to three grenades but only one can be fired at a time with each attack roll. Loaded grenades must be of a type equal to: Explosive (Grenade). It requires a Bonus Action to load each additional grenade.

All attack rolls made with this weapon are made with Advantage.

Light Plasma Blade

Proficiency (Blade), Traveler

Like their larger brethren, Light Plasma Blades share the same super-heated, electrical, and adhering gel properties. Their smaller size makes them popular weapons for assassins, and other clandestine agents.

You deal an additional 1d6 Electrical damage to Constructs hit with this weapon. Additionally, when you hit a target with this blade, the target must make a DC 14 Constitution saving throw. If they fail the save, they take an additional 2d6 Heat damage at the start of their next turn.

Mobile Drone Gun

Proficiency (Drone)

This **Drone** (see the accompanying stat block) is capable of self-locomotion, making it popular on the front lines of an advancing force. It can also pursue retreating enemies, or hunt down targets across a large area, depending on its programming. See the “Drone Turret” for additional details.

Needler

Proficiency (Pistol), Special Ammunition

This weapon is designed for close range combat and usually requires stealth to be used effectively. Needlers can't fire standard ammunition and must be loaded with ammunition from the Special Ammunition table. When purchased, the Needler usually comes with 20 rounds of Needles ammunition.

Peacemaker

Proficiency (Pistol), Traveler

Named in honor of the historical Colt-45 from Earth, the modern Peacemaker shares many of the original's prized attributes. It's durable, reliable, accurate, and very powerful.

You have a +1 bonus to attack and damage rolls made with this weapon.

Personal Defense (PD) Drone

Proficiency (Drone)

This shoulder mounted gun automatically launches rounds designed to intercept and destroy incoming projectiles—from bullets to grenades—before they ever reach you. While wearing the Personal Defense Drone you can use a Bonus Action to enter a defensive mode. While in defensive mode, if you are hit by a ranged weapon attack, the drone uses its Reaction (not yours), giving you a +5 bonus to your Armor Class until the start of your next turn, including against the triggering attack. The drone can use its Reaction three times before powering down. The drone regains expended uses when you finish a Long Rest.

MOBILE DRONE GUN



AARON SIMS CREATIVE

PERSONAL DEFENSE
[PD] DRONE



AARON SIMS CREATIVE

PEACEMAKER



BLUR STUDIO



POWER BLADE

Power Blade

Proficiency (Blade)

A Power Blade is equipped with a generator that enhances the slashing surface of the weapon by adding an energized field. This field can cut through materials that more mundane blades can't.

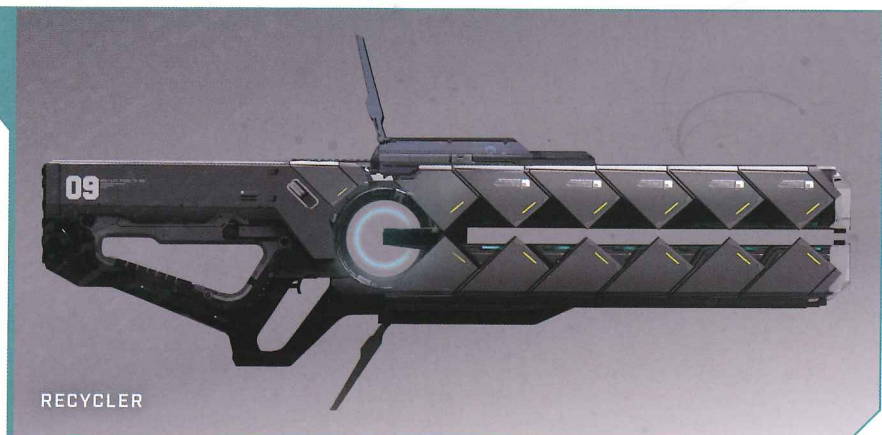


RAYCER CARBINE

Raycer Carbine

Proficiency (Rifle)

Although designed in many different styles, Raycer Carbines are known for being efficient, accurate, and reliable.



RECYCLER

Recycler

Proficiency (Rifle), Traveler

Recyclers are human-designed, specialized weapons that appear at first glance to be advanced assault rifles. Travelers use them during expeditions into Celestial ruins, because few other weapons can cope with the threat of ghosts. Recyclers are designed to make special use of materials recovered from Celestial technology, including from the fearsome ghosts that infest many ruins. The Recycler features a nanotech forge that breaks down scrap material and reconstitutes it into ammunition.



SNIPER RECYCLER



TRANSFORMING RECYCLER

Recycler (Sniper)

Proficiency (Rifle), Traveler

A precision tool that sacrifices rate of fire for lethal accuracy. Like other Recyclers, this weapon generates its own ammo. Though less common than the standard Recycler, in the hands of a sharpshooter the Sniper Recycler is a terrifying weapon capable of bringing down a target before they even know the battle has begun.

You have a +1 bonus to attack rolls made with this weapon.

Recycler (Transforming)

Proficiency (Rifle), Traveler

A transformable version of the standard Recycler. You can use a Bonus Action to toggle the weapon between three unique configurations: base rifle mode, assault rifle mode, or sniper rifle mode.

Remington Submachine Gun

Proficiency (Pistol)

The relatively inexpensive Remington Submachine Gun was developed prior to the Exodus from Earth and has largely remained unchanged since then.

NANOTECH FORGE

All Recyclers can harvest deceased ghosts. When you use an action to harvest a ghost within 5 feet of you, the Recycler's standard ammunition is replenished. Additionally, roll 1d20 and consult the Recycled Ammunition table to see if you can recover any special ammunition. See "Special Ammunition" in this chapter for details. A ghost can only be harvested once.

RECYCLED AMMUNITION >>>>

1020	AMMUNITION RECOVERED
1-14	No special ammunition
15-16	Needles (20 rounds)
17-18	Conductive Oil (10 rounds)
19	Freeze Pellets (10 rounds)
20	Scorches (10 rounds)

05 05

REMINGTON SUBMACHINE GUN





RIOT DRONE TURRET

Riot Drone Turret

Proficiency (Drone)

A more advanced version of the standard Drone Turret, Riot Drone Turrets typically have greater firepower and advanced programming, allowing them to effectively disperse large numbers of enemies without oversight. Use the accompanying **Drone** stat block but the riot drone turret has a Speed of 0.

As long as you are within 120 feet of the Riot Drone Turret, you can use a Bonus Action to program the drone to attack a specific target or a group of potential targets based on uniform, creature type (Beast or Construct, etc.), or even up to ten specific individuals. The drone continues to attack a valid target, until all valid targets are dead, or you use an Bonus Action to select different targets.

Ruudan Riot Gun

Proficiency (Shotgun)

Meant to be used for hunting and riot control, this powerful firearm has experienced rising interest in acquiring it for purposes of self-defense, particularly among seedier establishments.

Shoulder Drone Gun

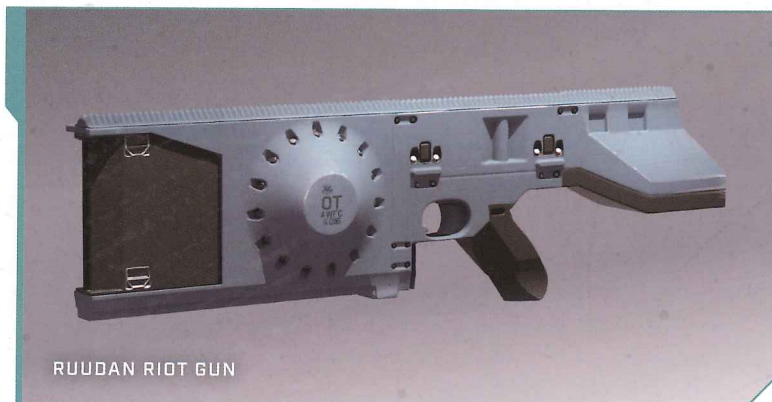
Proficiency (Drone)

You can use a Bonus Action to command this shoulder mounted and automated drone to attack a target in range with a steady stream of rounds. This drone has a +2 bonus on attack rolls and the damage it does is indicated on the weaponry table. If the drone is out of ammo, you can use a Bonus Action to reload it.

SM Sniper Rifle

Proficiency (Rifle)

Made to combat hostile fauna from a safe distance while also withstanding the trials of pathfinding, the SM Sniper Rifle is a rugged and beloved weapon.



RUUDAN RIOT GUN

SHOULDER
DRONE GUN

SM SNIPER RIFLE

STURM SECURITY SIDEARM



Sturm Security Sidearm

Proficiency (Pistol)

Originally designed to quell outbursts on the arks, these non-lethal sidearms see frequent use for their versatility. You can't reduce a target to less than 1 Hit Point with damage from this weapon.

Taurus Grenade

Proficiency (Explosive), Grenade

Sometimes called "thrust busters", these modified hand-grenades have several propulsive jets to increase range and accuracy when thrown.

Taurus Handgun

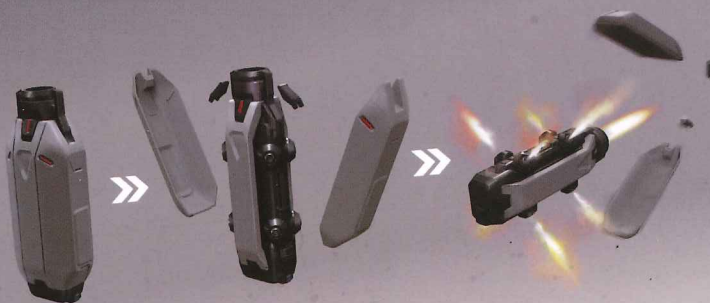
Proficiency (Pistol)

A reliable and powerful pistol from 23rd century Earth, the Taurus Handgun is a weapon that most humans can easily acquire.



TAURUS HANDGUN

TAURUS GRENADE



Taurus Heavy Repeater

Proficiency (Heavy Gun)

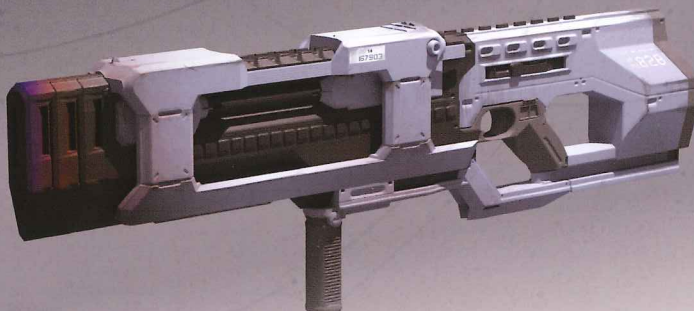
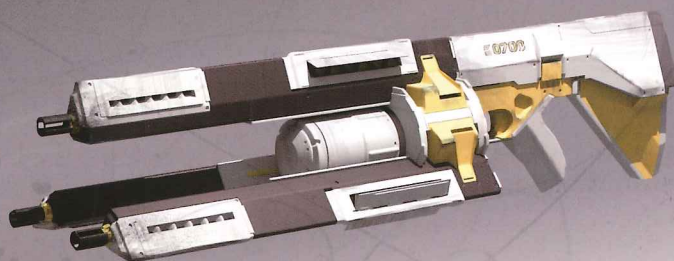
Designed with an eye to portability, this assault gun is a favorite for those who need firepower without sacrificing mobility.

Wasp Antivehicle Gun

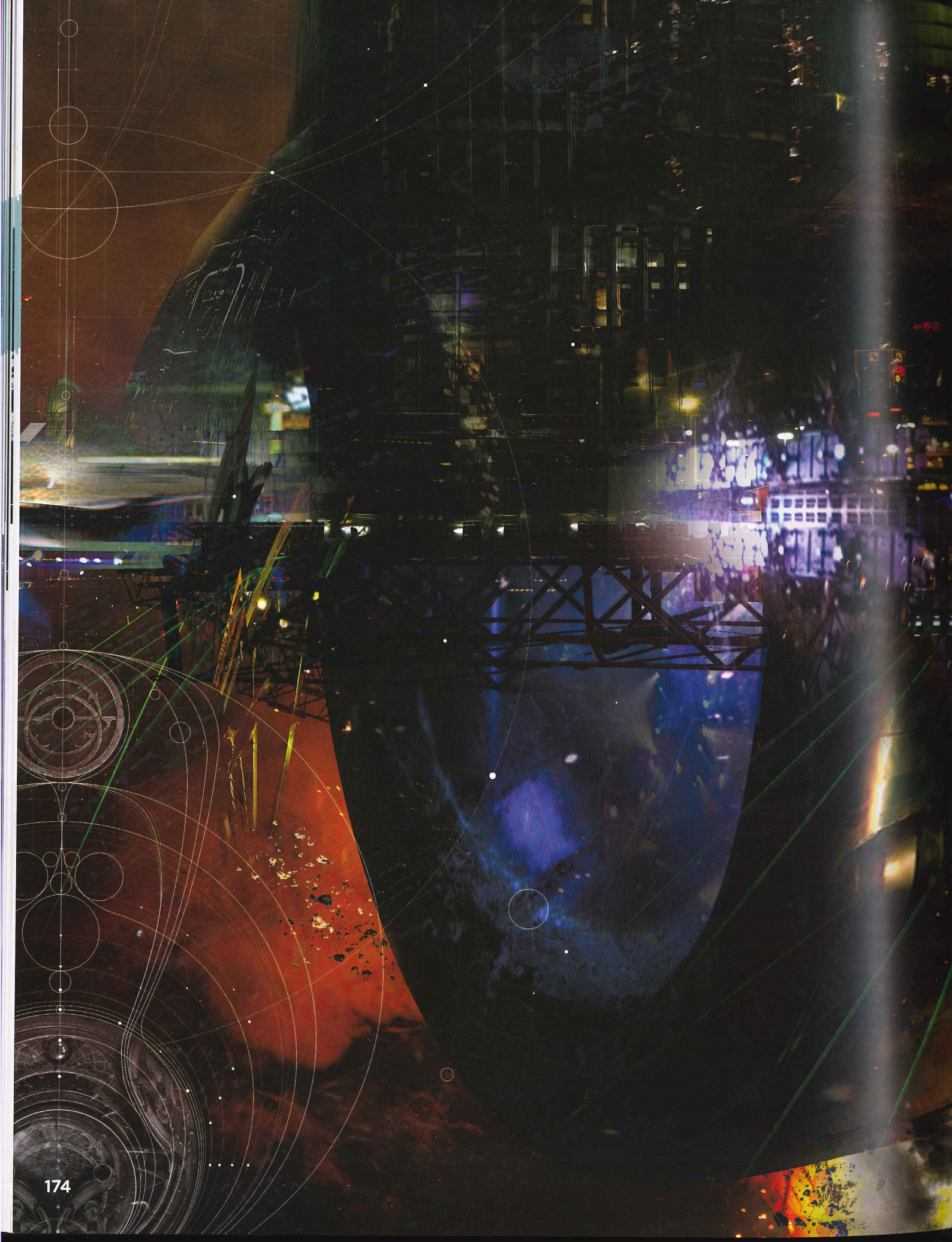
Proficiency (Heavy Gun)

Commonly known as the "Wasp", this assault gun can fire a wide variety of antivehicle ammunition types, making it a versatile addition to any arsenal.

TAURUS HEAVY REPEATER



WASP





CELESTIAL EQUIPMENT

DANIEL DOGIL

>>>> **THE NUMEROUS CELESTIAL DOMINIONS VYING FOR** control of Centauri have created a variety of equipment and weapons to use in their varied conflicts. Though it is a rare event, Celestials sometimes trade these items to humans in exchange for vital intel or powerful Remnants. Other times a Traveler might come into possession of one of these items during an altercation with Celestials or after pilfering an abandoned Celestial settlement. This equipment can impact the game in many ways, but the ones found in this chapter are primarily used by Travelers to augment their abilities.

Because a Traveler Dynasty is likely to have many members who have traveled the stars for centuries, some of this Celestial equipment might be available in the hidden treasures of the Dynasty. This equipment can sometimes be chosen when a character increases their Constellation Level (see chapter 7 for more details).

Finally, there are Remnants that are rarer than the ones described here; the descriptions for these are found in the *Exodus Encyclopedia*. Those Remnants can be discovered and used in the same manner as the Remnants described in this chapter.

CELESTIAL ITEM TYPES

Celestial items are found in Celestial strongholds and on Celestial soldiers, but once a human civilization has learned various Celestial technologies, humans may also build certain types of common Celestial items, making them more pervasive.

PREREQUISITE TECHNOLOGY

Remnant relics and Remnant artifacts can be broken apart and studied as described in the "Dissecting Remnants" section in chapter 10. If characters are successful in this research, then the specific Remnant item description from the *Exodus Encyclopedia* describes which technologies are unlocked. This unlocked technology makes certain categories of Celestial equipment available for purchase.

JUAN PABLO ROLDAN



CELESTIAL AEGIS AUGMENTS

This Celestial tech augments Aegis suits.

Prerequisite. These items become available for purchase only after a Traveler finds a Remnant that can be salvaged for the technology called Celestial Augments.

CELESTIAL AEGIS AUGMENTS >>>>

AEGIS AUGMENT	SLOT	COST
Assembly Gloves	Gloves	6,000 IC
Mag Oil	Boots	4,500 IC
Simulacrum Step	Boots	5,000 IC
Smoother	Boots	4,500 IC
Strip Skel	Boots	1,000 IC
The There Vision (TTV)	Helmet	3,500 IC
Ups	Boots and Gloves	4,000 IC

Assembly Gloves

Aegis Augment (Gloves), Celestial

As a precondition to becoming available for purchase, *Assembly Gloves* require Assembly Gloves technology to be unlocked in addition to unlocking Celestial Augment technology. *Assembly Gloves*, like the Celestial gloves they are based on, give you an extra set of limbs and help you handle extremely heavy loads or perform delicate procedures. While wearing *Assembly Gloves*, you have Advantage on any Strength or Dexterity checks you make with these additional limbs, or you can carry 2 additional items in your extra hands.



Mag Oil

Aegis Augment (Boots), Celestial

You can use an action to emit a nano-particle fluid from this boot. It sprays out behind you, in a 10-foot Cone from the boot's heel, forming a puddle. The puddle lasts for 1 hour and is designed for use when being pursued by ghosts. Because ghosts have a high metallic content when they enter, or start their turn on the puddle, the nano particles under their soles are triggered, emitting a unification code. The rest of the fluid magnetizes and flows to the trigger point, clinging to the ghost's metal surface. The oil spreads out, flowing up the ghost's legs and onto their torso to gain maximum coverage of the ghost's body. All sensors are covered, and the ghost can't wipe the fluid off as it simply sticks to any hand or claw and immediately redistributes itself. The fluid flows into the ghost's body through any hairline fissure / joint / vent. Once inside it is drawn to power cables and the main energy source, its magnetic nature disrupting the ghost's power flow as it gathers around cables and shorts out any exposed electrical connections.

The fluid is also an excellent insulator; when it covers the ghost's thermal radiator strips, the ghost starts to overheat. When a ghost is first exposed to the emitted oil, they become slowed (their Speed is reduced by half, rounded down). At the end of their second turn of exposure they must make a DC 16 Constitution saving throw. If they succeed, the effects end, including the Speed decrease. If they fail the save, they have the Paralyzed condition for 1 minute. At the end of each of their turns they can repeat the saving throw to end all negative effects. However, the DC increases by 1 with each failure and if they fail the save at DC 20, the ghost is destroyed and immediately dies.

Once used, you can't use the *Mag Oil* boots again until you finish a Long Rest.

Simulacrum Step

Aegis Augment (Boots), Celestial

This Celestial device is built into the heel of your boot and can bend light, giving you the Invisible condition, while it projects a 3-D double of you stepping into the space right beside where you were standing. You can use a Bonus Action to activate the *Simulacrum Step* by stepping in a specific, preprogrammed, manner. While the double is active, you can't be targeted. If a creature targets the double, the double has an AC equal to 10 + your Dexterity modifier. If hit, the double vanishes and is no longer active, but you remain Invisible for the 1 minute, or until you end the effect by using another Bonus Action. You can't use the *Simulacrum Step* again until you finish a Short or Long Rest.

Smoother

Aegis Augment (Boots), Celestial

You can use an action to emit nano-particle fluid from the boot, leaving a 15-foot radius puddle of smoother on the ground. The puddle lasts for 1 hour and once applied, the smoother waits until it is triggered by pressure from a ghost footprint or armored boot, and then the fluid immediately sticks to that foot or boot. After adhesion, the fluid then changes its external molecular alignment, becoming a perfectly frictionless surface. The target has no traction and must make a DC 16 Dexterity saving throw. On a failed save, the target loses balance and falls into the puddle. Its hand and knees also become frictionless, making any coordinated movement impossible (the target has the Restrained condition until the duration ends).

If a Restrained target uses a ranged weapon the recoil from firing a kinetic projectile (bullets or grenades) results in the target being propelled 5 feet in the opposite direction. Firing an energy-based weapon has no motion pushback. Once used, you can't use the *Smoother* boots again until you finish a Long Rest.

Strip Skel

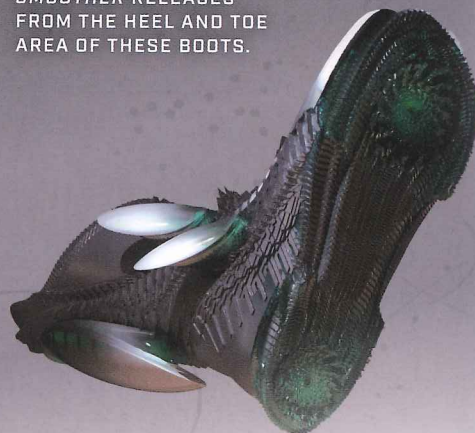
Aegis Augment (Boots), Celestial

Derived from ancient Celestial exoskeletons and power armor, these boots are used to supplement human muscle power and connect to your legs and torso through filaments that snake out when worn. Used for endurance rather than power lifting; they do the walking for you. You can use a Bonus Action to activate the *Strip Skel* to gain Advantage on Dexterity saving throws and your Speed is doubled. These effects last for 24 hours, or until a Bonus Action is used to deactivate them. Once deactivated or the duration ends, the *Strip Skel* filaments immediately decay (each set of *Strip Skel* can be used only once).

SIMULACRUM STEP



SMOOTHER RELEASES FROM THE HEEL AND TOE AREA OF THESE BOOTS.



STRIP SKEL FILAMENTS WEAVE OUT FROM THE BOOTS TO CREATE AN UNOBTRUSIVE EXOSKELETON.

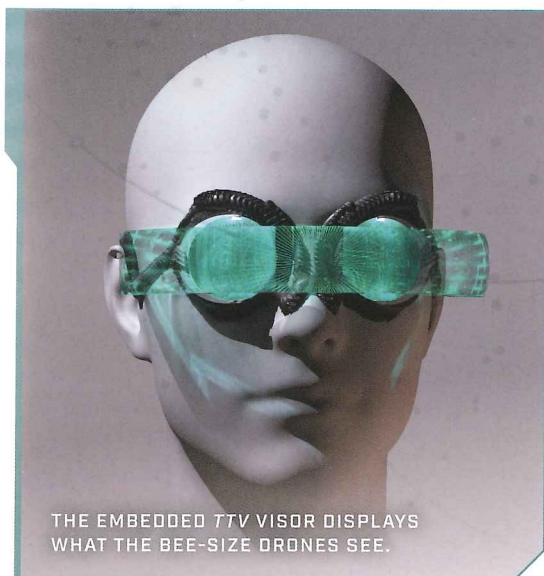
The There Vision (TTV)

Aegis Augment (Helmet), Celestial

Launched from an Aegis helmet, these are a flock of bee-size drones that orbit constantly round the user, fitted with high-resolution sensors, capable of seeing infrared and the visual spectrum (they can also “see” radio emissions, x-ray, and maser beams). They provide 360 degrees coverage directly to your Aegis suit sensors. By increasing the distance they circle, the optical baseline improves. They can remote visualize for you and a sub-flock can be sent ahead to scout the route, with a range of about 2 miles.

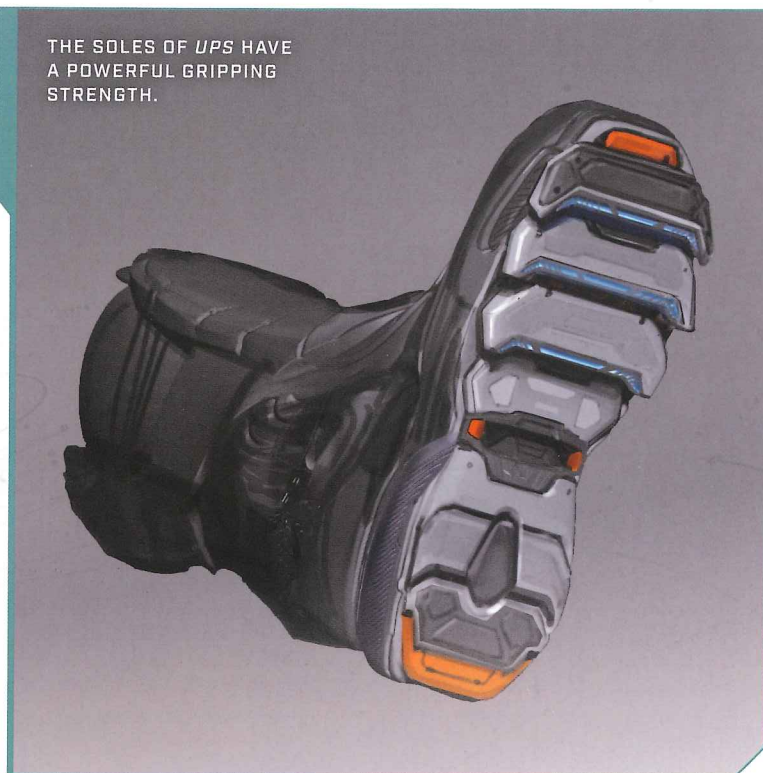
A disadvantage of the remote visualization is sense of dislocation from where you actually are. This has led to difficulties walking because the video from the sub-flock is so good that your instincts are fooled into thinking you are “there” at the center of the sub-flock. You have Disadvantage on ability checks, attack rolls, and saving throws, while *The There Vision* is active.

However, you have Advantage on any Wisdom (Perception) checks made via the TTV while it is active and you treat Dim Light and Darkness as Bright Light, and can “see” any creature with the Invisible condition. You use a Bonus Action to activate the TTV for up to 1 hour (another action deactivates the TTV). You can activate the TTV up to three times before their energy store is depleted. You must finish a Short or Long Rest to regain expended uses.



THE EMBEDDED TTV VISOR DISPLAYS WHAT THE BEE-SIZE DRONES SEE.

THE SOLES OF *UPS* HAVE A POWERFUL GRIPPING STRENGTH.



AARON SIMS CREATIVE

Ups

Aegis Augment (Boots, Gauntlets), Celestial

This is a kit for scaling vertical surfaces such as cliffs and towers. *Ups* have a powered molecular binding facility that allows them to stick to most solid material. While equipped, you gain a Climb Speed equal to your Speed. However, the strength of the surface is a factor in enabling a climb. If you are going up a pane of glass, it requires a tensile strength high enough to carry your weight; also, a crumbling surface isn't safe. Ironically, *Ups* are also not effective on other unstable surfaces, such as trees, because they adhere to the bark rather than the wood underneath and the bark quickly peels away if enough weight is applied, e.g. an adult human. In general, only constructed surfaces of metal and wood are considered stable enough for *Ups*; for unstable surfaces, *Ups* aren't a good choice.

At the start of your turn, if you are attached to an unstable surface, you must succeed on a DC 15 Dexterity (Acrobatics) check or you fall.

CELESTIAL GEAR

Some Celestial items, even those commonly encountered, defy easy description, and only determined Travelers learn to unlock their secrets

Prerequisite. The following items become available for purchase only after a Traveler finds a Remnant that can be salvaged for the technology called Celestial Gear.

CELESTIAL GEAR >>>>

CELESTIAL GEAR	COST
Deep Light	9,500 IC
Goodrat	4,000 IC



SPECIALIZED GLOVE
CONTAINING DEEP LIGHT.

Deep Light

Celestial Gear

A data storage unit in common use since the Remnant Era, the *Deep Light* consists of multiple photonic storage crystals embedded in a glove that is often elaborately patterned. It can hold zettabytes of data within each crystal's molecular structures. Establishing an interface and reading the data is done using specific hand movements. In general usage, this device grants you effectively unlimited and secure storage and can interface with any device, human or Celestial.

Copying and Storage. You have Advantage on any Intelligence (Electronics) checks to copy information from a secure system to a *Deep Light*. You can also lock the *Deep Light* to protect your own data. The DC for others to hack your *Deep Light* is equivalent to 15 plus your Electronics score.

Deep Burns. The device can also be used to perform a deep burn. You can use an action to upload dangerous software from the *Deep Light* into an electronic network where it erases and replaces all management software with ease. After 1 minute, it gains control over a network and the deep burn analyzes the system's function. If it is a database, every file is corrupted and ruined. If it is a command network, such as a spacecraft, the deep burn finds the most effective method of destroying the ship physically, typically by overriding all safety restrictions and overloading components. Using *Deep Lights* in this way destroys the *Deep Light* and any data it might be storing.

Goodrat

Celestial Gear

Goodrats are Awakened rats with internal cybernetic enhancements, designed as counter-electronics. They use a hologram to camouflage themselves and visual sensors can't distinguish between them and natural rats; behavioral analysis software might, but that takes time. Often used for military purposes, a pack of several dozen might accompany a squad of armor suits on their mission. The *Goodrat* swarm operates independently, but can receive simple orders downloaded from squad members, directing them where they may be needed. Their task usually is to seek out and eliminate hostile drones, ghosts, and Celestial Remotes like the *Jam Army* and *Mazebugs*. Their legs have electrogenic cells (same as an electric eel), which they can discharge through their claws, electrocuting their victims.



AARON SIMS CREATIVE

You use an action to release the *Goodrat* swarm. The swarm persists for 10 minutes, unless destroyed or recalled with another action. The energy required to maintain their cybernetic enhancements means that after you use them you must finish a Long Rest before you can release them again.

While active, the *Goodrat* swarm is under your control and occupies a 5-foot radius. The swarm has AC 10 and 100 Hit Points. You can use a Bonus Action on each of your turns to command the swarm to move, climb, or swim up to 30 feet (no terrain is considered difficult to the *Goodrat* swarm). If the *Goodrat* swarm moves more than 200 feet from you or receives no

commands from you on your turn, the swarm uses its movement to return to your location.

When a Construct or a Remote with Hit Points (such as the *Jam Army*) enters the swarm's area, or the swarm enters the Construct or Remote's area, the Construct or Remote takes 6d6 Electrical damage. If a Remote without Hit Points such as *Mazebugs* or *Puff Chaff* enters the swarm's area, that Remote's operator must succeed on a DC 15 Wisdom saving throw or that Remote is immediately deactivated, ending its use. If a *Goodrat* swarm is reduced to 0 Hit Points, it is destroyed and can't ever be used again.

GOODRATS CLOAK THEMSELVES
WITH A HOLOGRAM.



AARON SIMS CREATIVE

CELESTIAL GUNS

A variety of Celestial guns have been captured, acquired, or otherwise repurposed by Travelers.

Prerequisite. The following items become available for purchase only after a Traveler finds a Remnant that can be salvaged for the technology called Celestial Weaponry: Guns.

Ascendancy Heavy Gun

Proficiency (Heavy Gun), Celestial

Also known as “Block Busters”, *Ascendancy Heavy Guns* are designed to maximize energy output to inflict massive damage. They are capable of obliterating targets with a single blast, and can even inflict significant damage on structures, such as punching holes through livestone walls. Their range is limited compared to other Celestial rifles, and the weight of the weapon is significant, making it cumbersome to carry through long stretches of rough terrain.

Ascendancy rifles are most effective in large scale military operations, where front line soldiers can use them to quickly smash through enemy fortifications

You deal double damage to objects and structures and you ignore the damage Resistance of livestone (see “Livestone” in chapter 7) when using this weapon.

Ascendancy Pistol

Proficiency (Pistol), Celestial

The Ascendancy is one of the younger—and more aggressive—Dominions, a fact which is reflected in the design of their weaponry. *Ascendancy Pistols* have a high rate of fire and unleash exceedingly powerful bursts, but at the expense of accuracy. The pistols embrace the Ascendancy philosophy of hit hard and hit fast; however, the massive energy requirements limit their effectiveness to short, intense combats. In a prolonged battle of attrition, *Ascendancy Pistols* often expend their full charge before the fight is over.

You have a +1 bonus to damage rolls made with this Celestial weapon.

ASCENDANCY PISTOL



ASCENDANCY
HEAVY GUN



CELESTIAL GUNS >>>>

WEAPON	CHARGES	DAMAGE	RANGE	PROPERTIES	MASTERY	COST
<i>Heavy Guns</i>						
Ascendancy Heavy Gun	10	4d8 Piercing	50/100	Heavy, Two-handed	Burst	17,000 IC
Mara Yama Heavy Gun	20	3d12 Piercing	100/200	Heavy, Two-handed	Burst	20,000 IC
<i>Pistols</i>						
Ascendancy Pistol	5	4d6 Piercing	20/80	—	Slow	9,000 IC
Deva Pistol	30	3d6 Energy	100/300	—	Focus	10,000 IC
<i>Rifles</i>						
Ascendancy Rifle	20	4d8 Piercing	40/300	Smart, Two-handed	Burst	15,500 IC
Deva Rifle	10	3d6 Energy	200/400	—	Focus	13,500 IC
Mara Yama Rifle	15	5d8 Piercing	250/400	Two-handed	Push	17,500 IC

Ascendancy Rifle

Proficiency (Rifle), Celestial

There are many varieties of *Ascendancy Rifles*, but all share several common characteristics: exceptional firepower, limited range, and suspect accuracy. They are typically viewed as brute force crowd control weapons and are highly effective at mowing down large groups of enemies. However, they can be cumbersome and unwieldy, meaning they don't always take out their intended target. In a large-scale skirmish this isn't typically a problem, as reducing the number of enemies is more important than eliminating a specific foe.

When you roll a Critical Hit with this weapon the target doesn't take additional damage, instead you can make another attack roll with Advantage against a different target, if a valid target exists.

Deva Pistol

Proficiency (Pistol), Celestial

Elegantly simple in design, *Deva Pistols* strike a near perfect balance between accuracy and firepower. Extremely reliable and durable, this pistol is a favorite for Travelers heading on expeditions into unknown conditions for extended lengths of time.

You have a +2 bonus to attack and damage rolls made with this Celestial weapon.

DEVA PISTOL



ASCENDANCY RIFLE





DEVA RIFLE



MARA YAMA HEAVY GUN



MARA YAMA RIFLE

Mara Yama Heavy Gun

Proficiency (Heavy Gun), Celestial

The *Mara Yama Heavy Gun* is specifically engineered to inflict gruesome casualties against large crowds. Like most *Mara Yama* weapons, the focus is on wounding rather than killing: the rounds are designed to rip gaping holes in flesh and cripple limbs, leaving victims incapacitated. Though capable of inflicting tremendous damage in a very short amount of time, the range on the *Mara Yama Heavy Gun* is extremely limited—to be used effectively, it must be fired at close quarters. Some say this is a necessary sacrifice to maximize its potential for bloody carnage, but others believe this limitation simply reflects the *Mara Yama* desire to experience the suffering of their victims in a visceral fashion.

You have a +3 bonus to damage rolls made with this Celestial weapon.

Mara Yama Rifle

Proficiency (Rifle), Celestial

The esthetic of *Mara Yama* rifles is best described as ancient and savage—a grim reflection of the Dominion that created them. Unlike most Celestial weaponry, often designed for quick, clean kills, *Mara Yama Rifles* injure and maim their targets. Some speculate this is because the *Mara Yama* seek to capture prisoners, others feel it is a tactic to demoralize opponents by forcing them to expend valuable resources trying to save wounded allies. Those who have studied the enigmatic *Mara Yama* most closely, however, believe the design is simply a reflection of their inherent cruelty and sadistic nature.

You have a +3 bonus to damage rolls made with this Celestial weapon, but you can't reduce a target creature below 1 Hit Point with it.

Deva Rifle

Proficiency (Rifle), Celestial

Deva Rifles come in a variety of designs, with some maximizing range, others maximizing accuracy, and others focusing on firepower. No matter the design, however, they are all considered to be precision weapons. Lightweight and durable, they are highly portable, making them a favorite among both snipers and hunters.

During a Long Rest you can adjust the rifle, selecting only one of the following benefits which replaces any previously selected benefit: a +2 bonus to attack rolls, a +2 bonus to damage rolls, or a range of 300/500.

CELESTIAL SPECIAL WEAPONRY

There's a variety of unusual weapons, including specialized explosives and deadly blades, to be found in various ruins, or extracted from Remnant technology.

Prerequisite. The following items become available for purchase only after a Traveler finds a Remnant that can be salvaged for the technology called Celestial Weaponry: Special.

Blunt Volume (Bee-Vee)

Proficiency (Blade), Celestial

When used against a Construct or a target wearing an Aegis suit, the *Bee-Vee* triggers a high-frequency, high-volume, sound blast that the Construct or suit's material conducts, damaging the Construct or pulping a large volume of flesh. On a hit, the *Bee-Vee* deals an additional 3d8 Sonic damage against Constructs and targets wearing Aegis suits.

You can also use a Bonus Action to make the *Bee-Vee* dump all remaining energy into your next attack. A target hit by your next attack with the *Bee-Vee* takes an extra 6d8 Sonic damage in addition to all other damage and must succeed on a DC 16 Constitution saving throw or have the Stunned condition until the end of your next turn. The *Bee-Vee* can't inflict any Sonic damage again until it has recharged, requiring you to finish a Short or Long Rest first.

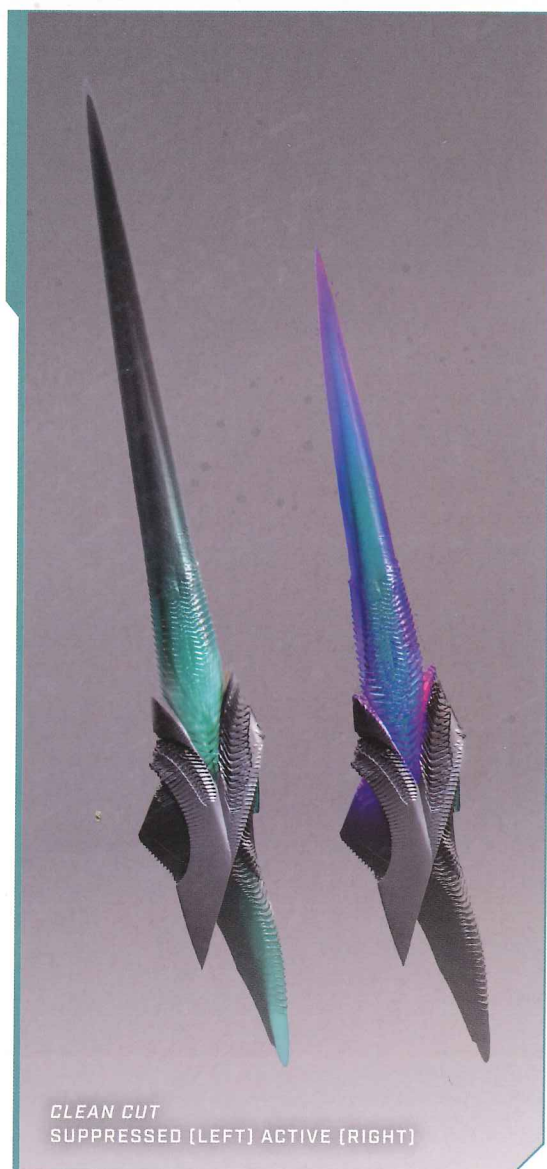
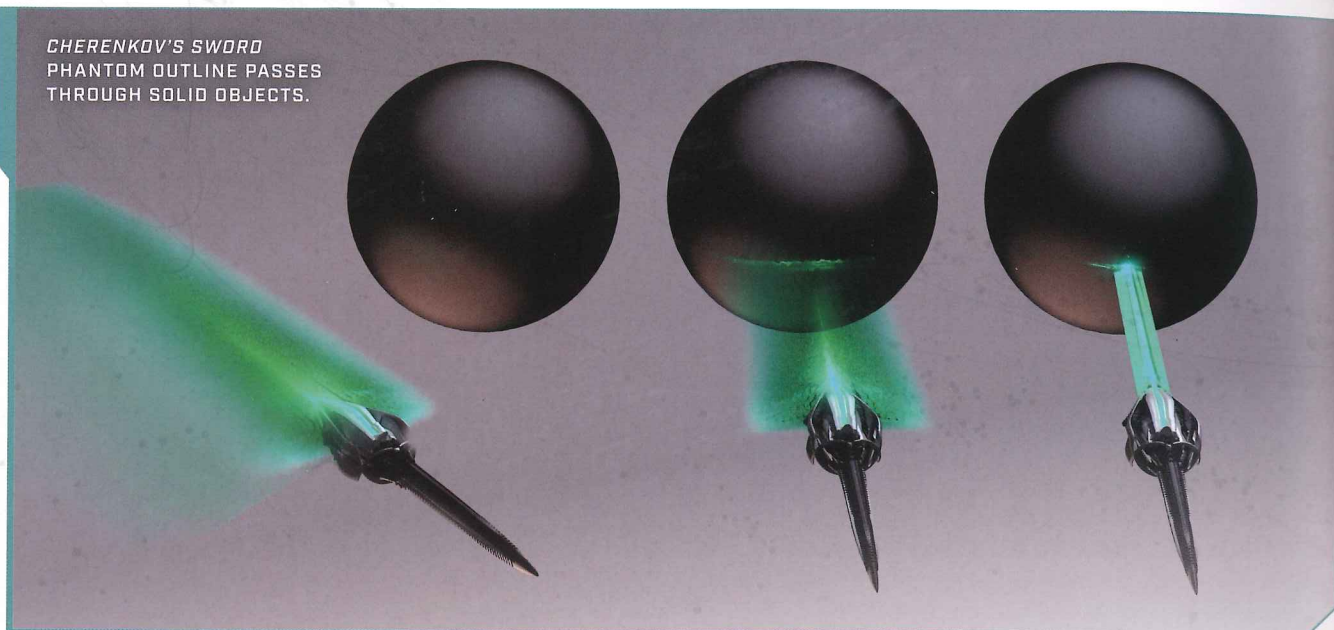


BLUNT VOLUME
[BEE-VEE]

CELESTIAL SPECIAL WEAPONRY >>>>

WEAPON	DAMAGE	RANGE	PROPERTIES	MASTERY	COST
<i>Blades</i>					
Blunt Volume	3d8 Bludgeoning	—	—	Push	14,000 IC
Cherenkov's Sword	1d10 Slashing	—	—	Vex	14,500 IC
Clean Cut	1d6 Bludgeoning plus 1d6 Energy	—	—	Vex	17,000 IC
Namshub Blade	1d10 Slashing	—	Ultrabonded	Vex	14,000 IC
Puppet Blade	1d6 Slashing	—	—	Graze	16,000 IC
Reductor Block	1d10 Slashing	—	—	Push	15,000 IC
Youbuster	1d6 Piercing	—	—	Graze	18,000 IC
<i>Explosives</i>					
Down Dust	Special	—	—	—	2,500 IC
Molotov2	6d8 Heat	20/60	Explosive 10, Thrown	—	9,000 IC
Specter Gas	4d12 Slashing	20/60	Thrown	—	2,000 IC
Urchin	Special	20/60	Thrown	—	3,000 IC
Xeefoam	—	20/60	Thrown	—	1,500 IC

CHERENKOV'S SWORD
PHANTOM OUTLINE PASSES
THROUGH SOLID OBJECTS.



CLEAN CUT
SUPPRESSED [LEFT] ACTIVE [RIGHT]

Cherenkov's Sword

Proficiency (Blade), Celestial

This is a 50-inch-long Celestial blade. In addition to its use as a blade, a *Cherenkov's Sword* can change its nuclear structure, expanding the volume of space occupied by its individual atoms, turning the blade into a cohesive sub-atomic fog. At your command, the solid blade vanishes into an outline wider and longer than its normal size, illustrated by faint Cherenkov radiation. This phantom outline passes clean through all solid matter with zero resistance—flesh and blood bodies, Constructs, and even ultra-bonded armor. Once the outline impales the opponent, you switch the effect off, and the atoms resume their original state—the solid blade effectively materializing inside the target.

You can use a Bonus Action to activate this feature. You have Advantage on your next attack with *Cherenkov's Sword* and if you hit the target, they take an additional 3d10 Energy damage. You can use this feature twice and regain expended uses when you finish a Short or Long Rest.

Clean Cut

Proficiency (Blade), Celestial

This 3-foot-long blade is made from the material known as down dust and is kept inert by a suppression field. With a suppression field active (its default mode), the *Clean Cut* can be used as a normal blade. You can also use a Bonus Action to deactivate the suppression field via a button on the handle. With the suppression field off, this blade can now penetrate most surfaces, including ultrabonded armor, and any attack you make automatically hits, is a Critical Hit, and the target takes an additional 1d12 Slashing damage. There is no defense against it, which makes a *Clean Cut* highly prized.

However, the blade diminishes with use. If it is stabbed 6-inches into an opponent, it cuts its way in by eliminating the atomic bonds of an equal amount of matter. The result of this is that although the opponent will have suffered a fatal stab, the blade is now 6 inches shorter. Every time it's used, it becomes progressively shorter until there is nothing left. Even waving it through air gradually ablates the blade as air molecules flowing over it are eliminated. Such an action produces a faint ultraviolet glow along the blade. Anyone skilled in the *Clean Cut's* use presses the activation button an instant before their attack hits and presses it again as soon as the required penetration length has been met. Even so, after 6 hits with the suppression field deactivated, the *Clean Cut*, is no longer a functional blade.

If all uses of the blade have not been expended, the blade replenishes using a generator within its hilt, regenerating 1 expended use when you finish a Long Rest.

Down Dust

Proficiency (Explosive), Celestial

A very fine powder, found on Remnant worlds, and also called "dry acid", *Down Dust* is stored at -400F to keep it inert. Normally only small amounts are carried, using cryostat bottles that require a significant amount of energy to maintain an appropriate internal environment. The standard design for cryostat bottles is a refrigeration unit the size and shape of a mine.

Down Dust is believed to be a construction tool, with its weapons application, secondary. When released and warmed to its active state, the dust annihilates

the molecular bonds of an equivalent size of mass it is in contact with, reducing it to vapor and dissolving itself in the process. There is no known physical substance capable of resisting it and unlike anti-matter there is no mass-to-energy conversion involved. Travelers prize it highly because they can literally dissolve a hole through any vault casing. The particles pour like a viscous liquid; when it warms up to its active state it sparkles as it eats its way through matter.

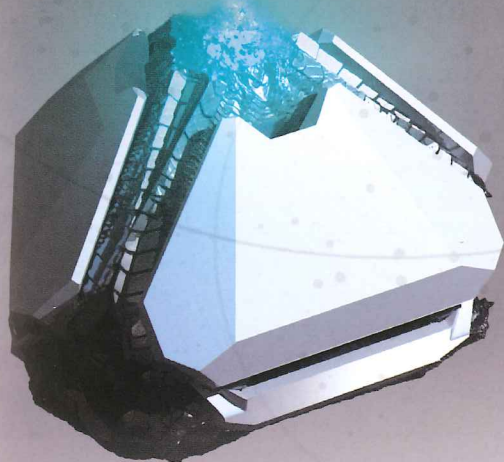
You can use an action to apply a cryostat bottle of *Down Dust* to make a hole large enough for a Medium sized creature in any material, up to 5 feet thick. Given that warming the *Down Dust* takes some calculation and precision; it isn't suitable as a thrown weapon.

Molotov2

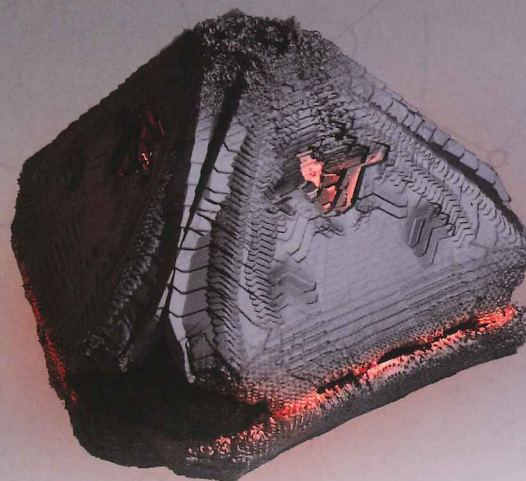
Proficiency (Explosive), Celestial Grenade

This is a liquid nanoviral Celestial grenade. Its nanovirals disrupt the atomic structure of every physical element they come into contact with, transforming them into gas-triggered volatiles. Put simply: whatever it touches and spreads over, immediately burns—rock walls, metal floors, Aegis suits. Even water that's splattered with *Molotov2* becomes quite a spectacular combustion.

These nanovirals must be kept in special containment flasks and they don't work against material that has been subject to ultrabonded treatment. As this process became common practice among Celestial Dominions towards the end of the Remnant Era, *Molotov2* fell out of use as an effective weapon. The remaining stores of it are very rare.



DOWN DUST



MOLOTOV2



Namshub Blade

Proficiency (Blade), Ultrabonded, Celestial

You can use a Bonus Action to activate or deactivate the high-density power cell built into the *Namshub Blade*'s handle. While active, the blade becomes extremely dangerous as the energized heating elements in the blade produce a surface temperature in excess of five-thousand degrees. It can cut quickly through material that isn't ultrabonded.

While active, you take 1d6 Heat damage at the start of each of your turns. If you hit a creature or object with the *Namshub Blade*, they take damage as usual but also take an additional 2d10 Heat damage. Instead of using your action to attack you can use an activated *Namshub Blade* to slash a solid object such as a floor or wall. The burn-through produces a high velocity geyser of liquid metal or rock along with superheated vapor. Any creature or object in a 15-foot Line of your choice starting within 5 feet of you must make a DC 17 Dexterity saving throw. A target takes 6d6 Heat damage on a failed save, or half as much damage on a successful one.

You gain a +1 bonus to attack and damage rolls with this ultrabonded ceramic blade.



Puppet Blade

Proficiency (Blade), Celestial

The *Puppet Blade* can take control of an opponent but to do so it must be stabbed into the back of the opponent's neck. To attempt this, you can use a Bonus Action to make an attack with this blade, but the attack is made with Disadvantage. On a hit the blade invades the spinal cord, and allows the user to control the target's nerves, literally puppeteering their limbs. The target must succeed on a DC 15 Wisdom saving throw or have the Dominated condition for 1 minute. While the target is Dominated and you aren't Incapacitated, you can issue one command to the creature on each of your turns (no action required), which it does its best to obey on its turn. You can specify a simple and general course of action, such as, "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends itself to the best of its ability.

Instead, you can use your action to take total and precise control of the Dominated target instead. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use its Reaction, but this requires you to use your own Reaction as well. If you move more than 5 feet away from the target, this effect ends.

REDUCTOR BLOCK UNFOLDING AND CHARGING



Reductor Block

Proficiency (Blade), Celestial

The *Reductor Block* is a combination weapon that includes a 3-foot-wide shield, used for protecting the wearer in close-quarter fighting, accompanied by a slim blade. The blade is a standard weapon, but the shield provides an active defense and is meant to be held on the arm opposite the one holding the blade. The shield's telescoping disk allows it to be carried easily on a utility belt and deployed or retracted quickly with a Bonus Action. While deployed it provides a +2 bonus to your AC.

There's also a small reductor generator on the back and the field it produces is conducted by the shield and covers the outer surface. When you are hit by an attack doing Energy damage, you can use your Reaction to make the reductor take the hit instead, giving you Resistance to Energy damage until the start of your next turn, including against this attack. (Any powered system that delivers Energy damage and hits you is immediately siphoned of power which is channeled into the *Reductor Block's* strike store.) The amount of damage resisted becomes stored as energy in the strike store with a maximum capacity of 25. Excess stored Energy is discarded.

Finally, a fast discharge mechanism is fitted to the shield. You can use a Bonus Action to activate small electron beam guns around the edge of the shield and these immediately ionize the air, allowing the strike store to discharge into the ground, electrifying it. Anyone within 5 feet of you, not including yourself, takes Energy damage equal to the damage stored in the strike store. The strike store is then reduced to 0.

Specter Gas Grenade

Proficiency (Explosive), Celestial Grenade

This is a grenade of tightly wound monomolecular ribbon, which uncoils on impact. The ribbon is so fine it can slice through almost anything, including skin, armor, and concrete. When deployed it expands out to an irregular sphere 8-inches in diameter, which looks like a patch of grey air. Although effective against nearly all targets, it remains extremely dangerous after firing, persisting for 1 minute.

Anyone treading on a patch of specter gas risks losing a foot or worse. A creature starting their turn within 5 feet of the deployed gas takes 2d12 Slashing damage. Any combat area where a *Specter Gas Grenade* has been used must be entered with extreme caution.



SPECTER
GAS GRENADE

Urchin

Proficiency (Explosive), Celestial Grenade

This fist-sized sphere is thrown or fired from a standard grenade launcher and is programmed to detonate in mid-air. When detonated it expands rapidly, shooting out dozens of slender 10-foot-long needles, giving it an overall radius of 10 feet, resembling a sea urchin. For the first few seconds the needles have an active-cut surface like an energized blade. There are very few types of material they can't slice clean through, piercing any creature or object the blade tips encounter. Even Silicate exoskin can be badly damaged.



Any creature in the initial expansion area must make a DC 15 Dexterity saving throw. A target takes 4d10 Piercing damage on a failed save, or half as much damage on a successful one, ignoring Resistance or Immunity to Piercing damage.

After the initial detonation when the needles have slammed outwards, the active-cut process ends, and the needles are left as simple ultrabonded material locked in place (making the entire area of effect, Difficult Terrain). If detonated in a corridor, the needle tips penetrate the floor, walls, and ceiling, leaving them blocking the corridor—often with soldiers impaled on them. Anyone attempting to squeeze past a deployed urchin in such tight confines must make a DC 15 Dexterity (Acrobatics) check. If the check fails, the target takes 2d10 Piercing damage.

Xeefoam

Proficiency (Explosive), Celestial Grenade

This is a grenade and can be thrown or fired from a launcher as a tool to immobilize opponents. When it detonates in an atmospheric environment the *Xeefoam* expands into a 20-foot Sphere, with a speed close to an explosion's blast wave. It then immediately solidifies. If it comes into contact with liquid, this expansion radius is tripled. Any creature in the area and not wearing an Aegis suit begins to suffocate immediately and must chisel their way free quickly. See "Suffocation" in chapter 4 for rules regarding suffocation.

Even those inside a suit are at risk because the foam blocks thermal dissipation; targets end up cooking in their internal body heat. A trapped target takes 1d4 Heat damage at the start of each of their turns.

The foam isn't particularly strong. An Aegis suit it has engulfed can fragment it, so can a muscular adult. Escaping from *Xeefoam* requires an action to make a successful DC 14 Strength (Athletics) check. The check is made with Disadvantage if the trapped target isn't wearing an Aegis suit.

YouBuster

Proficiency (Blade), Celestial

This is a 6-inch disk, with a trigger handle on the back. While it can be used as a blade, its intended purpose is to take control of an opponent. This requires applying the *YouBuster* to the target's head and pulling the trigger before the victim jerks free.

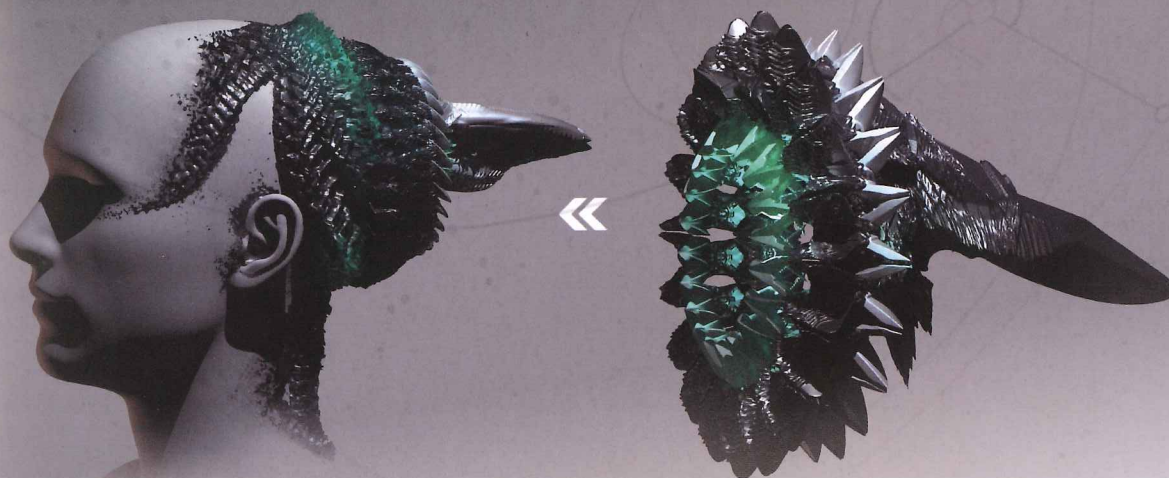
To do so, you can use a Bonus Action to make a melee attack with Disadvantage against a target

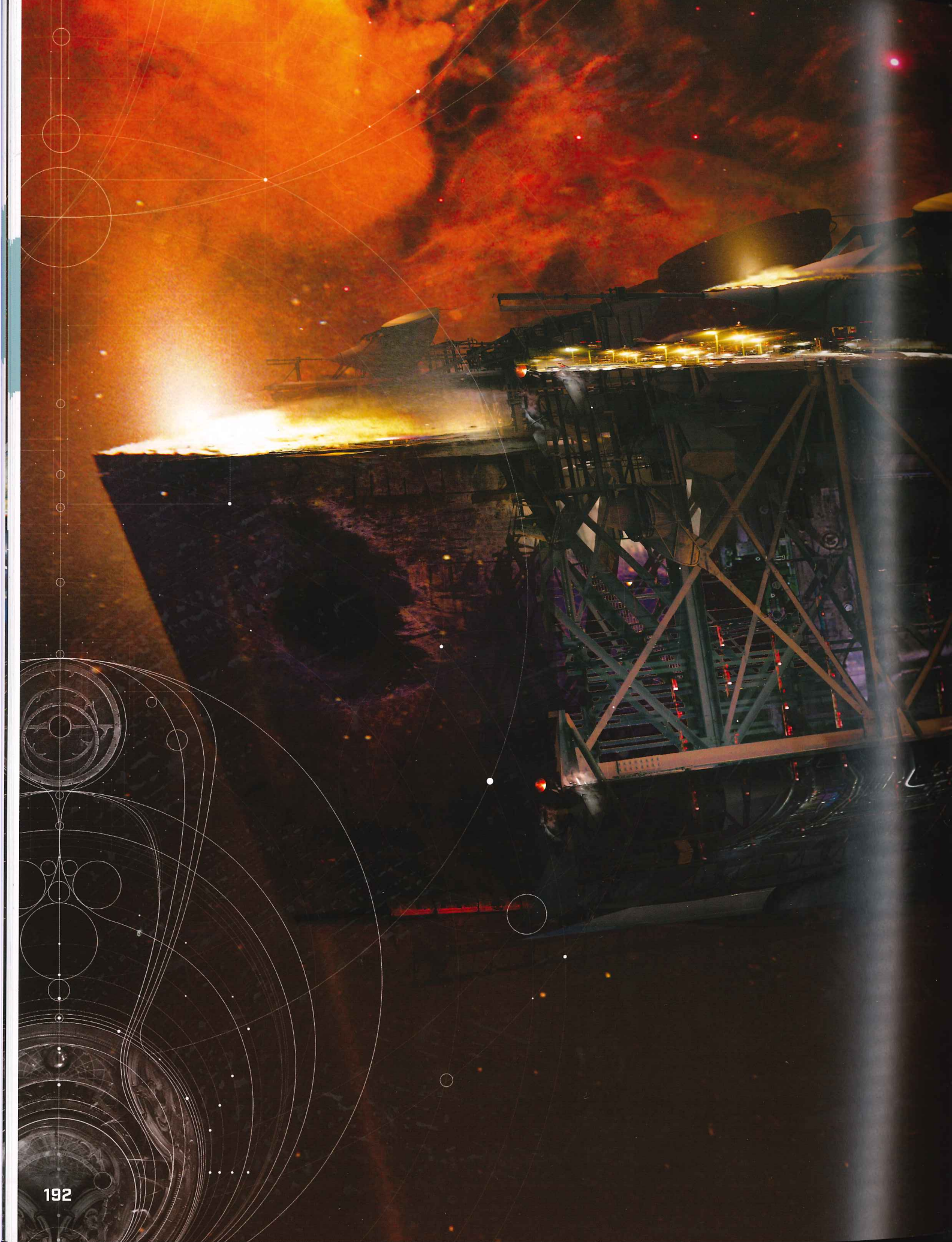
not wearing a helmet. If you hit, the target must make a DC 16 Charisma saving throw. If the target fails the saving throw, they have the Paralyzed condition and the pulse the *YouBuster* emits attempts to wipe the target's brain of every memory and personality trait. At the end of each of their turns, the target must make a DC 20 Charisma saving throw. A success or fail has no effect by itself.

Freed. On the target's third success, they are no longer Paralyzed and no longer under the effects of the *YouBuster*. They also automatically succeed on saving throws against future *YouBuster* attacks for 24 hours. A target is also freed if you drop the *YouBuster* or use it against another target, move more than 5 feet away from the target, or become Incapacitated.

Mindwiped. On the target's third failed saving throw, their mind is wiped. The "person" in the body is dead. However, the body's biological functions continue, and the brain cells are intact. While in this state the creature has the Incapacitated condition and Charisma, Intelligence, and Wisdom scores of 1. You can use an action to make the *YouBuster* insert a program into a creature erased by it. The program sets the target's Charisma, Intelligence, and Wisdom scores to 8. The target permanently has the Dominated condition and is loyal to you.

THE YOUBUSTER IN ACTION.







CHAPTER 7

TRAVELER'S TREASURY

••••• •••••

Join us and we'll help you find armor, weapons,
and tech you might otherwise only dream of.

»»» THE TRAVELERS POSSESS POWER-
ful Celestial technology that humans have adapted for their own use. Each Traveler organization stores these items in a secure place, often referred to as the Traveler's Treasury. Each item has a power level. The higher the power level the rarer and more powerful the item. These Treasury Remnants are also referred to as "common Remnants".

The standard ways a Traveler acquires these items are:

Class. Some characters earn these items as they become more powerful, with different classes having access to different types of items and at varying rates of progression.

Trading. Powerful Remnant relics and artifacts can be brought back to a Traveler's Dynasty and traded for specific items from the Traveler's Treasury. These trades are described in the Remnant relic and artifact item descriptions in the *Exodus Encyclopedia*.

TREASURY REMNANT TYPES

Aegis. These Aegis suits are enhanced with Celestial technology and often designed for a particular purpose, such as offense, defense, or support

Caster. This Celestial technology resembles a handheld firearm with no obvious firing mechanism and is often powered by hyper-advanced reactors.

Enhancement. The technology behind these rare Celestial augments has been studied enough that they can be attached to a Mech, allowing a Cataphract a higher degree of customization.

Gun. These weapons are often found in ancient Remnant sites or taken from Celestials themselves. They are a rare prize for humans.

Livestone (Sankhara). These items grant Prodigies who wear *Livestone Gauntlets* additional Sankhara with which to manipulate the livestone prevalent on most worlds in a variety of useful—and often dangerous—ways.

Projector. Celestial Projectors are usually made of a flexible nanomaterial and powered with technology similar to Casters. They are futuristic devices capable of projecting energy beams, light, and even nanomaterials.

Remote. An integration between biology and technology, Remotes function as a control hub for strange biotechnical drones that only Rangers are adept at controlling.

AEGIS

These Aegis suits are extraordinarily advanced protective shells designed for Celestials and, more rarely, their human and Changeling subjects.

These designs have all been redesigned by skilled human engineers to provide best in class offense and defense capabilities. For those fortunate Prodigies able to get their hands on one, they'll soon find that their odds of surviving an excursion into Celestial territory much increased.



DANIEL HAHN



DANIEL HAHN

Architect Suit

Level 5 Aegis (Prodigy)

Activation Time: Action

Range: Self

Duration: Permanent

Special: Medium armor, AC 14 + Dexterity modifier. The Prodigy's Livestone Capacity is increased by +2 while the Prodigy wears this suit.

In addition to standard environmental protections and basic armor functionality, the *Architect Suit* grants you the ability to instantly manifest and manipulate livestone. Reservoirs of liquid livestone are stored in the suit, typically on the back or in the shoulder and pectoral regions, increasing your Livestone Capacity. The livestone can be released from jets on the forearms in a concentrated spray, quickly growing and shaping itself according to the wearer's intent, thereby supplementing the livestone available for using Sankhara to transform livestone.

Disguise. The *Architect Suit* can also use this livestone to form a solid disguise around you. When you use an action to activate this feature, you make yourself—including your clothing, your *Livestone Gauntlet*, this suit, weapons, and other belongings on your person—look significantly different until you use a Bonus Action to revert to your original appearance. While disguised, your clothing can appear like anything you desire and you can become 1 foot shorter or taller as well as thinner, heavier, or in-between. You can't significantly change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the disguise is up to you, and it holds up to most scrutiny. An observer must succeed on a DC 20 Wisdom (Insight) check to realize you aren't who you are pretending to be.

Assault Suit

Level 2 Aegis (Prodigy)

Activation Time: Bonus Action

Range: Self

Duration: 1 minute

Special: Heavy armor, AC 18,
Mobility Penalty (-10 Speed)

There are Travelers who see the infiltration of Celestial ruins in purely antagonistic terms. For them, every mission is another battle in an eternal war between the civilizations of the past, and humanity's future ... and the best way to win that war is with brute force. *Assault Suits* use Celestial tech to maximize protection and firepower, turning you into a walking tank capable of unleashing destruction on entire armies of ghosts.

Magnetic Field. When you activate this suit's powers, you generate a powerful magnetic field that extends in a 10-foot-radius Sphere, centered on you. This field distorts the trajectory of incoming bullets and similar ordnance, giving additional protection against such attacks. For the duration, any ranged attacks against creatures within the protected Sphere have Disadvantage. Additionally, while the field is active, you have a +2 bonus to attack rolls. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



DANIEL HAHN



Chameleon Suit

Level 3 Aegis (Prodigy)

Activation Time: Action

Range: Self

Duration: 1 hour

Special: Light armor, AC 15 + Dexterity modifier, Advantage on Dexterity (Stealth) checks

Often times the best way to explore a Celestial ruin is to avoid detection completely. When you activate your *Chameleon Suit*, it bends light around you perfectly. In addition to basic camouflage capabilities and insulation to prevent thermal detection, light-bending nanotechnology in the exterior layer of a *Chameleon Suit* renders you as little more than a shimmer to visual detection when activated.

You have the Invisible condition for the duration. Anything you are wearing or carrying is also Invisible if it is on your person. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Engineer Suit

Level 2 Aegis (Prodigy)

Activation Time: Action

Range: 10 feet

Duration: Instantaneous

Special: Light armor, AC 14 + Dexterity modifier

Some Travelers see their purpose as being one of restoration and salvation. For those, few tools are as powerful as these so-called “engineer suits”. This amazing creation allows you to interact with and manipulate machinery, electronics, and other forms of Celestial technology. When you use the *Engineer Suit*, you select one of the following two abilities. Once an ability is used, that ability can’t be used again until you finish a Short or Long Rest.

Healing. You can diagnose and repair an object or Construct, restoring 3d10 Hit Points to them. The *Engineer Suit* can also interact with organic beings, diagnosing any illness or ailment and instantly creating cures and antidotes for a wide variety of diseases and toxins. You can remove the Poisoned condition from one creature and that creature gains Immunity to Poison damage for 1 hour.

Restoration. You can use the suit to restore creatures that have recently died back to life by administering a powerful serum that jump-starts their dormant cardiovascular and nervous systems, within certain limitations. The state of the creature depends on how long it has been dead for:

1 minute or less. The creature is healed, regaining Hit Points equal to half its maximum Hit Points with no additional negative effects.

10 minutes or less. The creature is restored to 1 Hit Point and has Disadvantage on all attack rolls, ability checks, and saving throws for 1 minute.

1 hour or less. The creature is restored to 1 Hit Point and has Disadvantage on all attack rolls, ability checks, and saving throws for 1 hour. The creature also gains three levels of Exhaustion.

This serum can’t return to life a creature that has died of old age, nor can it restore any missing body parts. A creature that has been dead for more than 1 hour is too far gone to be restored by this serum.



DANIEL HAHN



Gunslinger Suit

Level 4 Aegis (Prodigy)

Activation Time: Bonus Action

Range: Self

Duration: Special

Special: Medium armor, AC 14 + Dexterity modifier

Gunslinger Suits are highly sought after by Travelers for the powerful combat enhancements they provide the wearer. When you activate the *Gunslinger Suit*, you select one of the following two abilities.

Mobility. *Gunslinger Suits* are equipped with powerful boosters in the legs, allowing for short bursts of incredible speed. When Mobility is activated, you take the Dash action. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Tracking. You focus on a specific target and the advanced observational and AI functions of the suit allow you to track every movement of your quarry in incredible detail, including nearly imperceptible changes in posture, breathing, and weight distribution. You have Advantage on all attacks made against the target and the target has Disadvantage on attacks made against you. You also have Advantage on saving throws against any abilities the target uses against you.

You can focus on only one target with this ability, and it requires another Bonus Action to target a different creature instead. This feature lasts for 1 minute and you can use it a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Speaker Suit

Level 4 Aegis (Prodigy)

Activation Time: Action

Range: 30 feet

Duration: Special

Special: Medium armor, AC 16 + Dexterity modifier.

You can understand and read, write, and speak any language while wearing this suit.

Connecting directly to the visual and auditory centers of the brain, the *Speaker Suit* allows you to comprehend any written or spoken communication by cross-referencing a massive language library with tone, inflection, cadence, and other subtle context cues. Similarly, it can instantly translate your own words into understandable speech to any audience in hearing range.

In addition to its translation abilities, the *Speaker Suit* can use a complex pattern of pitch, resonance, and reverberations to subliminally influence the thoughts and perceptions of anyone in close proximity. This manifests in one of two ways.

Calming Voice. You use your voice to suppress strong emotions in those around you. You remove the Dominated and Frightened conditions from every creature in a 20-foot-radius Sphere centered on a point you choose within range.

Commanding Voice. You utter a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The command has no effect if your command is directly harmful to it. If the target can't follow your command, the effect ends. Some typical commands and their effects follow:

Approach. The target moves toward you by the shortest and most direct route, ending its turn once it moves within 5 feet of you, or expends all available movement.

Drop. The target drops whatever it is holding and ends its turn.

Flee. The target has the Frightened condition and spends its turn moving away from you by the fastest available means.

Grovel. The target falls and has the Prone condition. It ends its turn.

You can use Calming Voice or Commanding Voice a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.



DANIEL HAHN

CASTERS

Casters are glove-like devices that bond with the wearer. Most function like ranged energy weapons when activated. Casters, however, are smaller and easier to sneak into secure locations for discrete missions than standard weapons.

C-Mag

Level 2 Caster (Prodigy)

Activation Time: Bonus Action

Range: 100 feet

Duration: Instantaneous

The front of the *C-Mag* is protected by a field of magnetic energy and when activated, this Caster produces a coherent magnetic beam. The beam pulls a Large or smaller metal object, or a Construct, or a creature wearing an Aegis suit, in range that it's aimed at, towards you, but the *C-Mag* is also tugged towards its target. A valid target must make a Strength saving throw. Failure means that the target is pulled 20 feet towards you, and you are moved 20 feet towards the target. If the target is an object held by a creature, that creature makes the saving throw instead and if it fails, is pulled towards you, unless the creature chooses to release the object.

If the target is within 5 feet of you after both you and it move in this way the target takes 5d6 Energy damage.

Traversal. It is also possible to use the *C-Mag* on secured metallic objects that are Huge or larger to climb or move. You can pull yourself 20 feet in any direction where there is such an object within range. For example, you can aim the *C-Mag* at the top of a tall structure with steel reinforcement beams and use it to haul yourself up through the air. This doesn't use your movement.

The *C-Mag* has a large energy consumption rating and needs constant recharging. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Imploder

Level 5 Caster (Prodigy)

Activation Time: Bonus Action

Range: 120 feet

Duration: Instantaneous

This is a weaponized version of Celestial fusion generator technology. The *Imploder* has a magnetic rail barrel and the projectile it fires contains an atomic compression field generator (boosting atomic bonds). You select a point within range and when the projectile hits that point, the generator is triggered for fifty milliseconds. Every atom within a 10-foot-radius field centered on that point implodes down to a sphere approximately 1 inch in diameter, which subsequently bursts apart violently once the ultra-bonding ends. Every creature or object in the area must make a Dexterity saving throw. Each target takes 8d8 Bludgeoning damage on a failed save, or half as much damage on a successful one. A target is completely destroyed with no chance of being brought back to life by any means if this damage leaves it with 0 Hit Points.

You must finish a Long Rest before using the *Imploder* again.





TAKLAVA

Painer

Level 1 Caster (Prodigy)

Activation Time: Bonus Action

Range: 60 feet

Duration: 1 minute

This Caster has a magnetic rail barrel that fires a dart. Make a ranged Remnant attack against a creature in range. On a hit, the dart emits a signal which stimulates the target's pain receptors. The signal is designed to amplify slowly. At first, the target feels a mild all-over discomfort, which rises until every part of their body is engulfed by the worst pain possible. For the duration, the target has crippling pain and can't have a Speed higher than 10 feet. The target also has Disadvantage on attack rolls, ability checks, and Strength and Dexterity saving throws.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Constructs are immune to the Painer.

Taklava

Level 4 Caster (Prodigy)

Activation Time: Bonus Action

Range: 100 feet

Duration: 1 minute

You make a ranged Remnant attack against a target in range, firing a large projectile. On a hit, the projectile sticks fast, and burns at over 5000 degrees. The target takes 8d6 Heat damage immediately and an additional 4d6 Heat damage at the start of each of its turns. The target can use an action to remove the super-heated projectile, though doing so inflicts 6d6 Heat damage immediately.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.



PAINER

ENHANCEMENTS

Cataphracts (see chapter 3) gain access to these powerful Enhancements (specialized Celestial augments) as they increase their battlefield experience. These Treasury Remnants can only be installed on Mechs.

Augmenters

Level 2 Enhancement (Cataphract)

Activation Time: Action

Range: Self

Duration: 1 minute

Special: While the *Augmenters* are attached to your Mech and you are using the Mech, you have a Strength of 20.

Some Celestial cultures evolved to embrace a symbiotic relationship between Celestial hosts and genetically engineered nano-organisms capable of greatly enhancing physical prowess. One item from this evolutionary branch are *Augmenters*—attachments that, when affixed to your Mech, give you superhuman speed, strength, and agility. This is accomplished by filtering dormant nano-organisms directly into your blood, where they rapidly disperse into the muscles, ligaments, and other tissues.



When used, the *Augmenters* nano-organisms inject a brief surge of energy that provide the following benefits:

- Your Mech gains 50 Temporary Hit Points. If any of these remain when the duration ends, they are discarded.
- You have Advantage on attack rolls.
- You can attack twice, instead of once, when you take the Attack action on your turn. If you already attack twice because of a feature like Extra Attack, you attack three times.

Immediately after the duration ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of Exhaustion. Finally, it takes time for the *Augmenters* to rejuvenate the organisms. You must finish a Short or Long Rest before using the *Augmenters*' nano-organisms again.

Cunning Missile

Level 2 Enhancement (Cataphract)

Activation Time: Action

Range: 300 feet

Duration: Instantaneous

The *Cunning Missile* traces its origins to a highly aggressive, militant Dominion that rose to prominence near the end of the Remnant Wars. Attaching easily to the back of a Mech, the missile pack can fire off two deadly homing projectiles. These projectiles are notable for the billions of microscopic organisms integrated into their exterior and internal circuitry. These microorganisms greatly enhance accuracy, to the point that it often seems as if the missiles are being intelligently piloted.

You launch two missiles and each automatically hits a creature of your choice that you can see within range. Each target, and any creature within 5 feet of the target, takes 2d8 Radiation damage. The missiles strike simultaneously, and you can direct them to hit one creature or two. After being used, *Cunning Missiles* can't be used again until you finish a Short or Long Rest.



Directed Energy Cuff

Level 3 Enhancement (Cataphract)

Activation Time: Bonus Action

Range: 100 feet

Duration: Instantaneous

The *Directed Energy Cuff* projects a powerful beam. There are several modes to choose from: superheated plasma bolts to inflict brutal physical damage; magnetic pulses to disrupt Constructs; or sonic waves as a non-lethal option to disorient and disable organic enemies. Whatever mode is chosen, the automated targeting systems integrated into the *Directed Energy Cuff* maximize accuracy and efficiency.

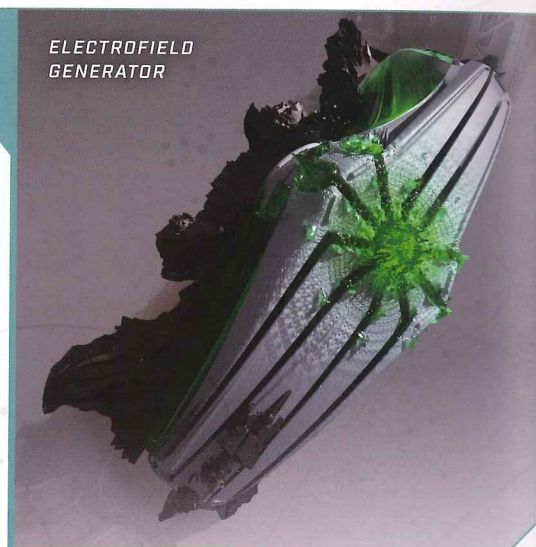
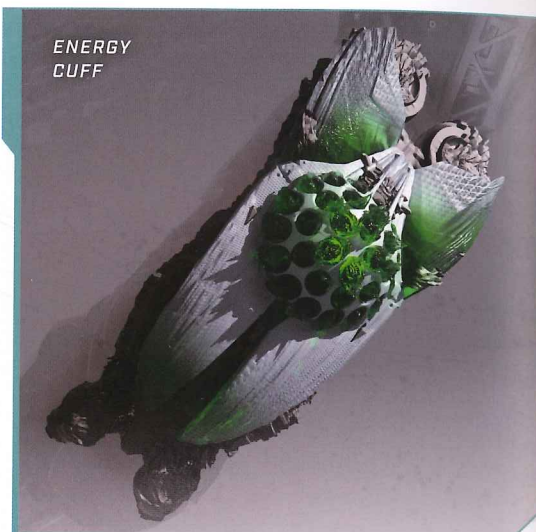
Beam. The target must make a Constitution saving throw. A target takes 5d10 damage on a failed save, or half as much damage on a successful one. This damage is either Electrical damage, Heat damage, or Sonic damage. Each damage type has an additional effect:

Electrical Damage. If the target is a Construct and it failed the save, it has the Incapacitated condition for 1 minute. At the end of each of its turns, it can repeat the Constitution saving throw, ending the Incapacitated condition on a success.

Heat Damage. The target is burning and takes an additional 3d8 Heat damage at the start of each of its turns while it remains burning. At the end of each of its turns, it can repeat the Constitution saving throw, ending the burning on a success.

Sonic Damage. If the target takes Sonic damage and isn't a Construct, then the target can't be reduced to fewer than 1 Hit Point from the attack but if it failed its save it also has the Stunned condition until the end of its next turn.

Once used, the *Directed Energy Cuff* can't be used again until you finish a Short or Long Rest.



Electrofield Generator

Level 1 Enhancement (Cataphract)

Activation Time: Action

Range: 5 feet

Duration: 1 minute

The technology behind many Remnant Era artifacts is a complex hybrid of the biological and inorganic. Though the science isn't yet fully understood, Travelers have still found ways to use many of these mysterious Remnants effectively, including the *Electrofield Generator*.

Defensive Mode. When you activate this backpack-sized piece of Celestial technology it generates a powerful electrical current along the entire surface of a Mech. Serving mostly as a defensive measure, this current is powerful enough to shock opponents who come into contact with your Mech. Whenever a creature within 5 feet of you hits you with a melee attack, you

can use your Reaction to make the generator erupt with electricity. The attacker takes 2d8 Electrical damage.

While activated, the current can also be focused into a single point—like the tip of a finger—to administer a short but powerful electrical burst. You activate the burst by using a Bonus Action and then make a melee Treasury Remnant attack against a creature or object. You have Advantage on the attack roll if the target is a Construct. On a hit, the target takes 4d8 Electrical damage, or if it's a Construct, it takes 8d8 Electrical damage and the Construct can't take Reactions until the start of its next turn. This drains the *Electrofield Generator*, regardless of a hit or a miss, ending the defensive mode. The *Electrofield Generator* can't be reactivated until you finish a Short or Long Rest.

MULTI-MODAL ENERGY CANNON

Multi-Modal Energy Cannon

Level 2 Enhancement (Cataphract)

Activation Time: Action

Range: 50 feet

Duration: 1 minute

This cannon is automated by a Remnant Era artificial intelligence. It can be toggled between defensive or offensive mode with a Bonus Action. When first activated, it starts in defensive mode.

Defensive Mode. In defensive mode the cannon tracks and destroys incoming projectiles. As a Reaction you can reduce the Piercing damage from any one kinetic gun, grenade, or missile attack to 0.

Offensive Mode. In offensive mode you can use a Bonus Action to fire at a creature within range (by making a ranged Remnant attack). If you or the cannon has hit the target already in the last 10 minutes, the cannon has Advantage on the attack roll. On a hit, the target takes 2d12 Energy damage.

Power Gloves

Level 1 Enhancement (Cataphract)

Activation Time: Bonus Action

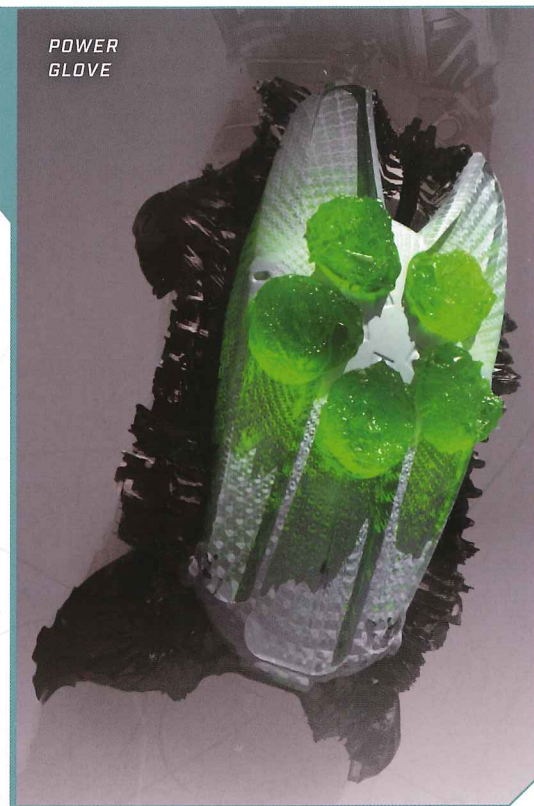
Range: Self

Duration: 1 minute

Special: While the *Power Gloves* are attached to your Mech any Unarmed Strikes you make with the Mech do an additional 1d6 Bludgeoning damage (without requiring activation).

After you activate the *Power Gloves*, the first time you hit a target with a melee Remnant attack with the gloves, that attack deals an additional 2d6 Bludgeoning damage to the target. You add your Strength modifier to this damage.

POWER GLOVE

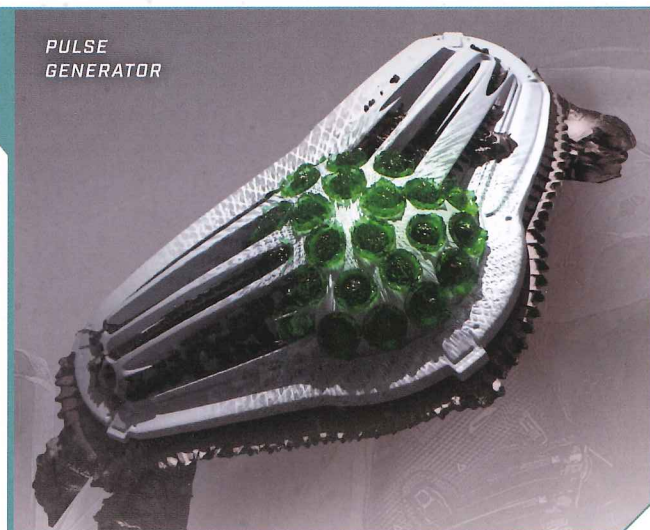


If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked down, gaining the Prone condition. You can activate the gloves a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

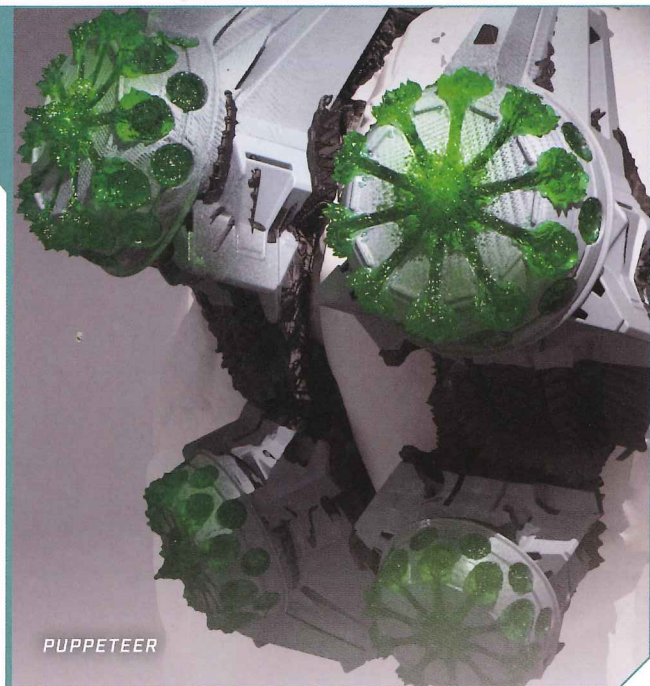
PULSE
SHIELD



PULSE
GENERATOR



PUPPETEER



Pulse Generator

Level 3 Enhancement (Cataphract)

Activation Time: Action

Range: Special

Duration: Instantaneous

Found in star systems from one side of the Cluster to the other, *Pulse Generators* are believed to be one of the earliest forms of Celestial organic-hybrid technology. This attachment can generate a powerful kinetic shock wave that extends out from the wearer, or it can fire a beam. You can use each feature once and you regain all expended uses when you finish a Short or Long Rest.

Shock Wave. The shock wave dissipates quickly, but within a 10-foot-radius Sphere extending from you, the impulse is powerful enough to knock an average sized person off their feet. Each Medium-sized or smaller creature within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 4d8 Bludgeoning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Beam. The energy can be directed instead into a concentrated beam capable of blasting open doors and inflicting serious injury on anyone unfortunate enough to be caught in a Line of energy that extends from you out to 20 feet directly ahead. Any object or creature in range must make a Dexterity saving throw. A target takes 6d6 Bludgeoning damage on a failed save, or half as much damage on a successful one. Objects take double damage.

Pulse Shield

Level 1 Enhancement (Cataphract)

Activation Time: 1 Reaction

Range: Self

Duration: Instantaneous

Most likely developed by the same ubiquitous but anonymous Dominion that created the *Pulse Generator*, a *Pulse Shield* surrounds the wearer with a barely visible, but powerful, shimmering field. When you are hit by a weapon doing Energy or Piercing damage you can use your Reaction to create an absorption field. The field absorbs incoming energy in all forms, providing protection against both kinetic and beam-based weapons; you ignore Energy and Piercing damage from the current attack. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Puppeteer

Level 3 Enhancement (Cataphract)

Activation Time: Action

Range: 50 feet

Duration: 1 minute

One of the strangest and rarest Enhancements, *Puppeteers* are not—in and of themselves—a weapon. Rather, they release tiny swarms of semi-sentient nano-organisms. These attach to objects, turning them into weapon systems. You can target a number of Small inanimate objects within range equal to your Charisma modifier (to a maximum of six). Each target transforms into a creature using the accompanying **Puppet** stat block, under your control for the duration or until reduced to 0 Hit Points. In combat, the creature shares your Initiative count and takes its turn immediately after yours.

As a Bonus Action, you can send a command to any creature you create this way if it is within 100 feet of you (if you control multiple creatures, you can command any or all of them at the same time but must issue the same command to each one). If you issue no commands, the creature takes the Dodge action and moves only to avoid harm.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

PUPPET

SMALL CONSTRUCT

AC 15

Initiative +0 (10)

HP 10 (3d6)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	10	+0 +0	CON	10	+0 +0
INT	3	-4 -4	WIS	3	-4 -4	CHA	1	-5 -5

Immunities Poison; Dominated, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft., Passive Perception 6

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Not Alive. The puppet doesn't need to breathe, and it can function normally in a vacuum or similar environment.

ACTIONS

Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Spore Generator

Level 2 Enhancement (Cataphract)

Activation Time: Action

Range: Self

Duration: 10 minutes

A blast of green jelly erupts from the *Spore Generator* in a 60-foot Cone originating from you. Each creature in range must make a Dexterity saving throw. If a creature fails the save, the jelly explodes, creating a 10-foot-radius spore cloud. If any portion of a cloud overlaps with another cloud, they form a single, larger, cloud. Each cloud of spores can survive in any atmosphere or environment and each lasts for the duration. The area within a cloud is considered Heavily Obscured. The spores consist of ancient nanomaterial that eats through armor, clothing, and flesh. When a creature enters a cloud's area for the first time on a turn or ends its turn there, that creature must make a Constitution saving throw. The creature takes 4d8 Acid damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath, use a gas mask, or don't need to breathe. Each cloud moves 5 feet away from you at the start of each of your turns, rolling along the surface of the ground. You must finish a Long Rest before using the *Spore Generator* again.

SPORE
GENERATOR



Transforming Arm Cannon

Level 3 Enhancement (Cataphract)

Activation Time: Bonus Action

Range: 100 feet

Duration: Instantaneous

This Treasury Remnant has two modes. In its default mode it has the same statistics as a standard Gauss Cannon (see chapter 3) but when you make a ranged Remnant attack with it, it has a +1 bonus to attack rolls and a +1 bonus to damage rolls.

Instead, you can use your Bonus Action to transform this Remnant into its missile launcher mode and immediately launch missiles from it (without generating heat). Five projectiles fly towards a target point you have designated within range. One projectile explodes at the target point. The other four strike points 20 feet to the north, east, south, and west of the target point. Each creature in a 10-foot-radius Sphere centered on each point must make a Dexterity saving throw. A target takes 3d6 Heat damage on a failed save, or half as much damage on a successful one. You may use this feature twice, but then must finish a Long Rest before using this feature again.

TRANSFORMING
ARM CANNON MODE:
GAUSS CANNON



TRANSFORMING
ARM CANNON MODE:
GAUSS CANNON



GUNS

These rare and specialized Guns are difficult to build even for a Celestial civilization. Sometimes they might even be Remnants from another Celestial civilization that was conquered, and new versions of the Gun can't be constructed. These weapons don't fit into any standard weapon categories, and each operates in unique and powerful ways.

Dustbin

Level 4 Gun (Prodigy, Ranger)

Activation Time: Action

Range: 300 feet

Duration: Instantaneous

Celestials of many cultures have gone beyond the mechanical to produce weapons.

The *Dustbin* is the product of hives of engineered insects that mine and harvest raw materials to hatch out generations of legless, carapaced weapons. The *Dustbin* is fed mass which it forms into a variety of armor-piercing or flechette ammunition, spat from specially evolved glands at high speed. Some varieties coat their projectiles with toxins as they shoot. Others produce chemicals that combine within their hollow missiles for a powerful incendiary effect. You choose the effect when you use this item.

Toxin. You shoot at a creature or object. Make a ranged Remnant attack against the target. On a hit, the target takes 4d10 Piercing damage plus 2d10 Poison damage.

Incendiary Round. You fire an incendiary round at a creature or object. Make a ranged Remnant attack against the target and on a hit, the target must make a Constitution saving throw. On a failed save, the target takes 10d10 Heat damage, half as much on a successful save. The target is disintegrated (and can't be restored to life) if this damage leaves it with 0 Hit Points. Once used, this feature of the *Dustbin* can't be used again until you finish a Long Rest.

Gale

Level 2 Gun (Prodigy, Ranger)

Activation Time: Action

Range: Self

Duration: Instantaneous

The visible effect of this device resembles a lightning strike between *Gale* and its target. In vacuum this effect is very clean and precise, almost invisible, and effective over a considerable range. The presence of atmosphere transforms the shot into a multi-branched short-range storm of energy that is more destructive than it is controllable. *Gale* doesn't actually fire lightning but creates a transient negative potential in the vicinity of the target, which the energy discharge leaps to.

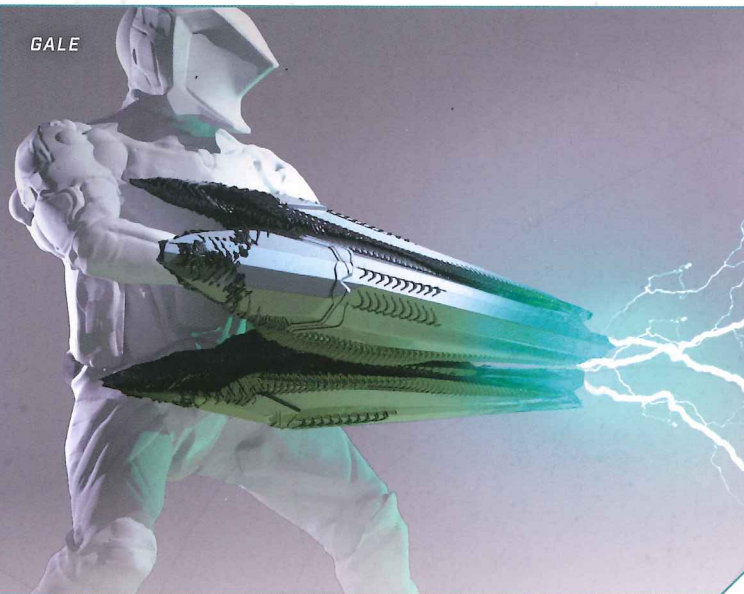
Atmosphere. In an atmosphere *Gale* hits all creatures and objects in a 60-foot Cone originating from you. Each target must make a Dexterity saving throw. A target takes 4d6 Electrical damage on a failed save, or half as much damage on a successful one. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Vacuum. In a vacuum *Gale* performs differently. You make a ranged Remnant attack against a creature or object within 200 feet and on a hit, the target takes 10d6 Electrical damage.

DUSTBIN



GALE



GUNBLADE



GunBlade

Level 2 Gun (Prodigy, Ranger)

Activation Time: Action

Range: 100 feet or 5 feet

Duration: Instantaneous

The usual environment for a *GunBlade* is during a boarding action between ships or storming the gates of a fortress or bunker. *GunBlades* can carve through bulkheads, doors, and heavy armor just as effectively as it decimates enemies. The Mara Yama are particularly fond of using these weapons to force entry through ship hulls, exposing the occupants to hard vacuum even as the Celestials' shock troops pile in.

Gun. You fire at a creature or object. Make a ranged Remnant attack against the target. On a hit, the target takes 5d8 Energy damage.

Blade. Instead of using the Gun mode, you use the bayonet against a creature or object within 5 feet. Make a melee Remnant attack against the target. On a hit, the target takes 2d10 Slashing and 2d10 Heat damage. Double the damage if the target is an object.

Hiver

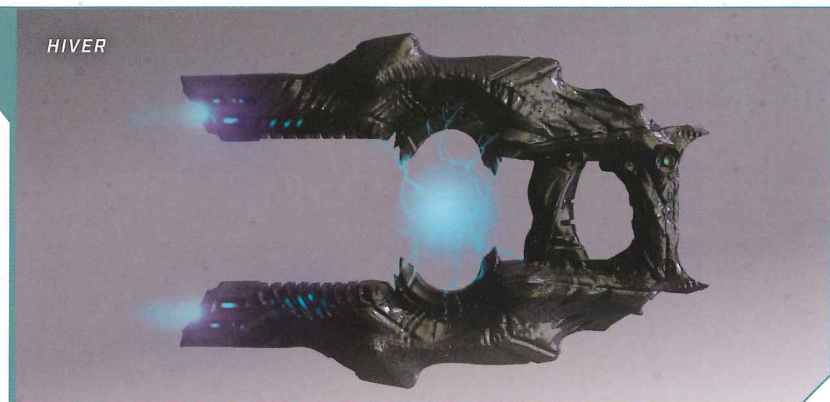
Level 2 Gun (Prodigy, Ranger)

Activation Time: Action

Range: 200 feet

Duration: Instantaneous (Gun) or 1 minute (Release Hiver)

These compact weapons are usually carried by Imperial Knights and other elite warriors, not only as a tool of war but as a badge of status and a settler of private disputes. Many *Hivers* carry a long and storied history and represent heirlooms of significant import, carried by skilled warriors across a sequence of many bodies, and over many human lifespans.



The *Hiver* contains a special living round of ammunition—an Awakened insect that gives this weapon its name. You can either fire the Gun or release the hiver inside it.

Gun. Make a ranged Remnant attack against a creature in range. The *Hiver* deals 3d12 Piercing damage on a hit.

Release Hiver. Instead of using the Gun mode, you release the hiver at a creature in range. The hiver has a Fly Speed of 60, AC 20, 6 Hit Points, and Resistance to all damage. It lasts for the duration or until killed. It follows a target until destroyed, constantly emitting Bright Light and a high-frequency sound while the hiver is within 20 feet of the target. While the hiver emits light, attacks against an affected creature have Advantage and at the start of the target's turn, the sound inflicts 2d8 Sonic damage to the target and any creature within 5 feet of the target. You can use this feature of the *Hiver* a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Ignition Beam

Level 1 Gun (Prodigy, Ranger)

Activation Time: Action

Range: 200 feet

Duration: Instantaneous

Known to humans as a “Dragon Gun”, *Ignition Beams* are some of the most spectacular examples of Celestial ordnance, as well as the least understood. While the default attack spits forth a crackling line of raw energy, the secondary weapon doesn't actually fire anything at all, exploiting far stranger principles for its deadly results. Instead, a tiny quantum effect within the *Ignition Beam* creates an unstable sympathetic link to a precisely calculated point within the wielder's sight. The release of the subatomic field briefly links the point between the weapon's “jaws” with the target, creating an arc of spatial disruption as the two points attempt momentarily to unite. You, the weapon, and the target



Matrix Projector

Level 4 Gun (*Prodigy, Ranger*)

Activation Time: Action

Range: Self

Duration: Instantaneous

This weapon projects a shaped field of plasma—supercharged loose subatomic material. In atmosphere this appears as a deceptively innocent glittering cloud, as the individual molecules of the air are broken apart by contact with the field. When the field is projected against a solid target it causes a catastrophic runaway reaction, simultaneously superheating and tearing apart whatever it connects with. The instantaneous change of state from solid and stable to volatile and explosive gave rise to the term “cat launcher”, referring to an old human thought experiment about a cat whose state can go from undetermined to dead the moment it comes under scrutiny.

Plasma. You spray hot plasma in a 50-foot Line. Each creature in the area of effect must make a Dexterity saving throw. A target takes 6d6 Heat damage on a failed save, or half as much damage on a successful one. A target that fails the save also has plasma stuck to their body. At the start of each of their turns, a creature covered with plasma takes 3d6 Heat damage. A plasma-covered creature can use an action to clean the plasma, taking 4d6 Heat damage then ending the effect. Otherwise, the plasma remains on them for 1d6 rounds. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

are all untouched, but anything on a line between them sustains incredible damage from the energy release and the torsion of the space.

Default Attack. Make a ranged Remnant attack against a creature or object. On a hit, the target takes 2d10 Energy damage.

Ignition Beam. Choose a target within range. Every creature in a Line between you and the target (but not you or the target) must make a Dexterity saving throw. Those creatures take 3d6 Energy damage on a failed save, or half as much damage on successful save. You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Lady's Grin

Level 3 Gun (*Prodigy, Ranger*)

Activation Time: Action

Range: 200 feet

Duration: Instantaneous

These unpleasant weapons are known to humans as a *Lady's Grin*. They earn their name from their miniature railgun. This railgun projects a virtual rail ahead of the weapon using only electromagnetic fields but accelerates a tiny pellet to rock-piercing speeds, maintaining accuracy over even great distances. The fields that create the “barrel” can be collapsed to a shorter-range electric arc that generates a curving line of energy between the weapon and its target, inflicting burns and a neural shock that is often fatal and sometimes leaves the victim with a rictus grin.

Electric Arc. Make a ranged Remnant attack against a creature or object in range. On a hit, the target takes 6d10 Energy damage.

Railgun. When used as a railgun the *Lady's Grin* has an extended range of 400 feet. Make a ranged Remnant attack against a creature or object. On a hit the *Lady's Grin* discharges its energy, and the target takes 8d10 Energy damage. If the target now has 100 Hit Points or fewer, it has the Stunned condition for 1 minute. The Stunned target can make a Constitution saving throw at the end of each of its turns. On a successful save, the target is no longer Stunned.

You must finish a Short or Long Rest before using this feature again.



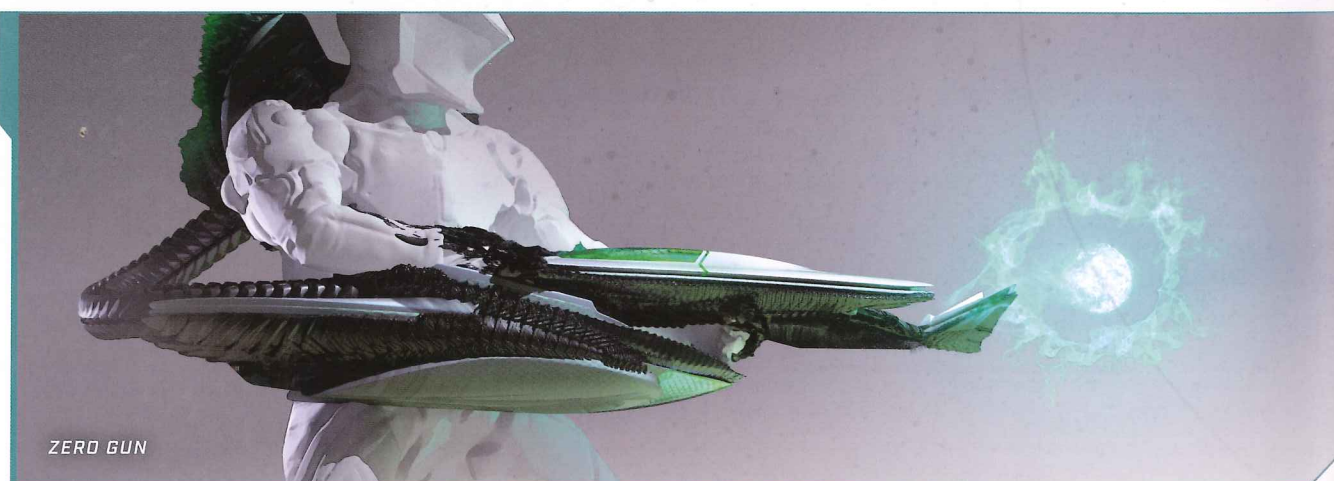
QUELLER



SPITTER



CONCLUDER



ZERO GUN

Queller

Full

Level 2 Gun (Prodigy, Ranger)

Activation Time: Action

Range: Self

Duration: Instantaneous

The *Queller* projects broad clouds of tiny, barbed particles. These leave the *Queller* with a brief-lived charge that disperses them into a cloud, after which they gravitate rapidly towards the nearest solid matter. The particles coat everything within the area of effect, clogging joints, fouling weapons, turning machinery into junk, and shredding any vulnerable organic material they latch on to. Armored targets are reduced to immobility.

When you spray the particles each creature in a 30-foot Cone originating from you must make a Dexterity saving throw. A target takes 4d6 Piercing damage on a failed save, or half as much damage on a successful one. Any Construct or creature wearing an Aegis suit must also succeed on a Constitution saving throw or have the Paralyzed condition until the end of your next turn.

Spitter

Level 1 Gun (*Prodigy, Ranger*)

Activation Time: Action

Range: 50 feet

Duration: Instantaneous

Originally a construction tool intended for large-scale limestone construction in space, *Spitters* have proved remarkably effective in ranged fighting. These large weapons contain a reservoir of super-condensed live-stone, assembled by the weapon's barrels into a slim lance and then accelerated to killing speeds. However, the live-stone can also be fired as a thread that tangles itself with the target.

Livestone Threads. As a Bonus Action you can take when you use the *Spitter*, you preload the *Spitter*, adding a live-stone thread to the *Spitter's* next Nailgun attack, in addition to its standard projectile. You have a number of live-stone threads equal to your Proficiency Bonus and once that many are fired, you must finish a Short or Long Rest to regenerate expended live-stone threads.

Nailgun. You fire live-stone projectiles at a creature or object. Make a ranged Remnant attack against the target. On a hit, the target takes 5d6 Piercing damage. If you previously armed a live-stone thread, in addition to the damage, live-stone threads grow instantly around the target's arms and legs, giving them the Grappled condition for 1 minute (with an escape DC equal to your Treasury Remnant save DC). While Grappled the target also has the Restrained condition.

The Concluder

Level 5 Gun (*Prodigy, Ranger*)

Activation Time: Action

Range: 400 feet

Duration: Instantaneous

In its inert form the *Concluder* is a football-sized black globe but its appearance is deceiving. This is a dangerous long-range weapon from the Remnant Era and is named appropriately—it always concludes an assassination attempt, successfully.

The *Concluder* responds only to a human touch, which suggests it runs a full DNA scan after contact with the skin of its wielder. All attempts to take a *Concluder* apart to retro-engineer it have resulted in the weapon self-destructing.

When you push your palm against its surface, the *Concluder* activates. The structure reshapes itself in a fluid telescoping motion to form a rail-rifle. *Concluder*

ammunition contains two projectiles that are fired one after the other with a millisecond between them. They both fly at precisely the same hypersonic velocity (Mach 5+). This unusual attribute allows the *Concluder* to penetrate many Celestial defenses.

You fire it at a creature within range. Make a ranged Remnant attack against the target. On a hit, if the target has 100 Hit Points or fewer, it dies. Otherwise, the target takes 10d12 Piercing damage. If the target has Resistance to Piercing damage, that Resistance is negated for this attack; if the target has Immunity to Piercing damage, it now only has Resistance to Piercing damage for this attack.

After being used the *Concluder* needs to recharge. You must finish a Short or Long Rest before using it again.

Zero Gun

Level 3 Gun (*Prodigy, Ranger*)

Activation Time: Action

Range: 200 feet

Duration: Instantaneous or 1 minute

A weapon with extreme prejudice, the *Zero Gun* has a secondary launcher that fires a spherical cluster of tiny unstable pellets. On striking a target these instantly undergo catastrophic thermal collapse, using all available heat and energy in their immediate vicinity to cycle through a set sequence of fusion-style reactions. Anything in the area is left frozen and brittle—and most likely dead if it was alive. After use, a residue of lead-colored dust remains over the target area. These particles must be treated with care, as each encapsulates a tiny knot of dangerous energy.

Zero Gun. You fire the primary projectile at a creature within range. Make a ranged Remnant attack against the target. On a hit, the target takes 6d10 Piercing damage.

Pellet Grenade. Instead of firing the *Zero Gun*, you eject an under-barrel grenade at a point within range. Each target in a 20-foot-radius Sphere around that point must make a Dexterity saving throw. A target takes 6d6 Cold damage on a failed save, or half as much damage on a successful one. For 1 minute, any creature ending their turn in the area must make a Constitution saving throw. The creature takes 20d6 Radiation damage on a failed save, or half as much damage on a successful one.

You must finish a Long Rest before using this feature again.

LIVESTONE (SANKHARA)

Livestone is one of the better-known Celestial technologies, a mutable construction material used by multiple current and extinct cultures, and just about ubiquitous across the Cluster. Tiny grains of it can be expanded to form remarkably large, durable structures, or shaped with incredible finesse for highly specific purposes. To most, it is merely a useful construction material. However, certain Remnants demonstrate how this substance is the very spine supporting much Celestial technology.

Livestone is a solid rock-like material that is uniquely receptive to electro-neural impulses. When designing structures, Celestial architects literally perform a laying-on of hands, imagining their desired shapes and forms. The induction pads communicate these desires to the livestone, and it rapidly reforms itself. Beyond being used as a construction material, some of its other applications include:

- Constructing weapons and starship hulls.
- Creating pharmaceutical processors or glands that extrude drugs of all kinds.
- Building artificial muscle or organs.
- Building neural processors, similar to very sophisticated computers.

Any world that has undergone Celestial occupation or engineering has a certain quantity of livestone in its atmosphere. While this might seem unhealthy, the livestone used in building construction is charged to be repelled by most electromagnetic fields, including those produced by the nervous system. Hence even a relatively high concentration of particles generally won't constitute a health hazard or affect machinery. However, livestone particles in the air can be manipulated by certain Celestial devices.

While there are many combat applications for livestone, these usually require specific equipment that can focus neural induction in powerful ways. Luckily for Travelers, some Remnant technology comes from a time before neural induction had been genetically integrated into Celestials like the Imperials. These Remnants usually come in the form of a gauntlet that goes over the arm of the user.

Livestone Gauntlets don't automatically grant the ability to manipulate livestone in all the ways listed in this section. Users must learn the ancient Celestial language known as "sankhara" if they are to unlock

LIVESTONE PROPERTIES

In game terms, an object created from livestone behaves like any other object. Unless the text for a specific item or ability says otherwise, a livestone structure also has Resistance to all damage except Electrical.

the different ways in which livestone can be shaped. Sankhara is thought to be an ancient esolang (esoteric programming language) which forms the assembly layer of the most foundational Celestial technologies. Each power listed below provides expert knowledge in one of the Sankhara forms.

Ascension

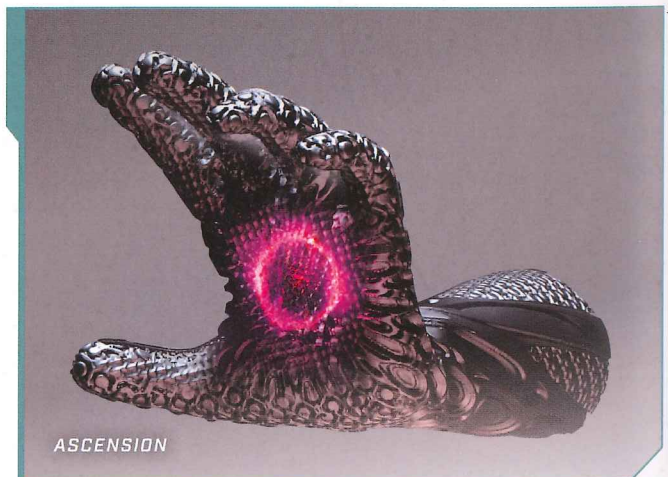
Level 3 Sankhara (Prodigy)

Activation Time: Action

Range: 30 feet

Duration: Permanent

You use this Sankhara to manipulate the ground beneath you, creating light, but ephemeral, objects such as bridges, pillars, and stairs. When used, you create five 5-foot-by-10-foot panels of livestone, with each panel being 6 inches thick. When placed, each panel must be contiguous with at least one other panel. The shape you create can be any you desire as long as it doesn't occupy the same space as a creature or object. Each 10-foot panel is an object that has AC 11 and 100 Hit Points and lasts until destroyed. If a destroyed panel supports other panels, those collapse, with the falling panels taking Bludgeoning damage equal to 1d6 for every 10 feet fallen. Any creature or object beneath a falling panel takes the same damage.



Endurance

Level 3 Sankhara (Prodigy)

Activation Time: Bonus Action

Range: 5 feet

Duration: Instantaneous

You use this Sankhara to strengthen the atomic bonds of individual atoms, toughening any solid material beyond natural strength. This allows for emergency repairs, especially on spacecraft, where you can bond a patch over a gash in a pressure hull. In addition, you can use it on organic material—instead of strengthening atomic bonds, it replicates small amounts of organic matter to seal wounds and repair damaged organs.

You touch an adjacent object or creature. If used on a Construct or object (such as a wall or door), it regains 7d10 Hit Points. If used on a creature, it regains 3d10 Hit Points.

ENDURANCE



ENTOMB



Entomb

Level 2 Sankhara (Prodigy)

Activation Time: Action

Range: 60 feet

Duration: 10 minutes

When you utter the command word, an immobile, Sphere-shaped prison composed of limestone grows into existence at a location of your choosing that you can see within range. The prison has a 10-foot-radius, AC 11, and 60 Hit Points. When you activate the prison, any Large-sized or smaller creature that is completely inside the prison's area is trapped until you release them (using a Bonus Action to destroy the limestone), the prison is destroyed, or the prison dissolves at the end of the duration. Creatures only partially within the area, or those too large to fit fully inside the area, have the Grappled condition (with an escape DC equal to your Treasury Remnant save DC).

Fog

Level 5 Sankhara (Prodigy)

Activation Time: Action

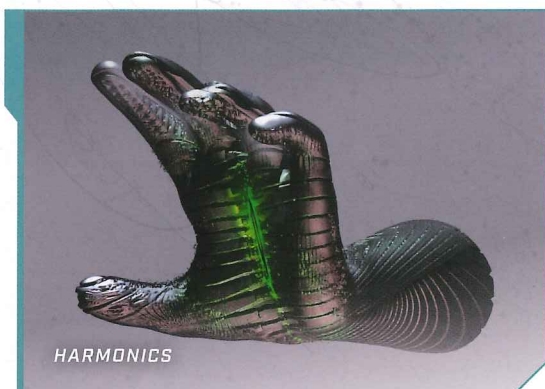
Range: Self

Duration: 1 minute

You manifest this limestone fog as a Cylinder that is 120 feet tall with a 30-foot radius, centered upon yourself (and moving with your movement). It creates a haze of limestone particles that dissipate incoming energy attacks, and coalesces about fast-moving projectiles, robbing them of momentum.

Any ranged attacks against anyone within the fog are made with Disadvantage. Additionally, you can use a Bonus Action to exert fine control and condense the mist around one target within the area of effect, coating them in a stony skin that slows and eventually immobilizes them. Each round this target starts their turn in the fog, their Speed is reduced by 10 feet and this reduction lasts for the duration. If the target's Speed becomes 0, then they have the Restrained condition until they are removed from the fog. You can choose an additional target each turn.

This effect is particularly devastating against flying enemies such as drones, which drop from the sky when their Fly Speed is reduced to 0. The fog lasts for the duration or until you dismiss it.



Harmonics

Level 2 Sankhara (Prodigy)

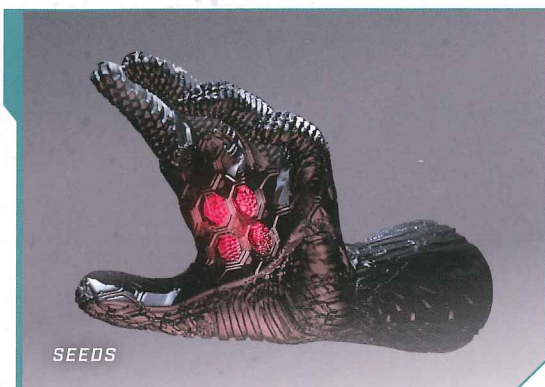
Activation Time: Action

Range: 30 feet

Duration: Permanent

Harmonics opens holes in walls by vibrating their livestone bonds. You target a wall or floor that you can see within range and create a hole within it that is up to 5 feet wide, 10 feet tall, and 20 feet deep. This disruption creates no instability in any surrounding structures. It is permanent.

If you use this Sankhara below a creature it must make a Dexterity saving throw. If it fails, it falls into the floor, or through it, if *Harmonics* opened a hole in a structure such as a bridge.



Seeds

Level 2 Sankhara (Prodigy)

Activation Time: Action

Range: 10 feet

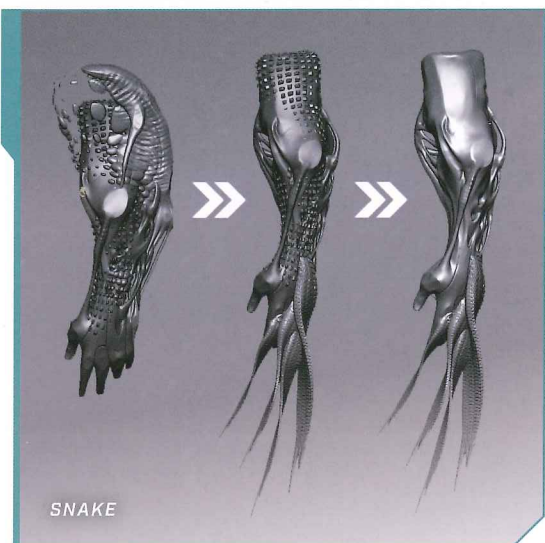
Duration: Permanent

This Sankhara generates a livestone fundament upon which traps, or even other Sankhara, can be embedded. When activated, you use livestone to etch a sigil on a surface (such as a section of floor or wall, or another object permanently embedded in place). This generates a semi-aware cluster of neural processors, capable of enacting the base-coded instructions you give them. You decide what triggers the seed's activation when you create it.

Common triggers include touching or standing on the marked object, opening the object (or closing it), or approaching within a certain distance. You can be further descriptive—limiting the seed's activation to specific individuals or types of individuals. You can also prevent it from triggering if a specific phrase is uttered swiftly enough. The seed effectively has an Intelligence score of 8. When created, you can choose to either place a shard trap or have the seed trigger a different Sankhara ability.

Shard Trap. The surface erupts with a carpet of jagged livestone that is 40 feet in diameter and 5 feet thick. A creature can move through this carpet of livestone, albeit slowly and painfully. For every 1 foot a creature moves across the carpet, it must spend 4 feet of movement. Furthermore, the first time a creature enters the carpet on a turn or starts its turn there, the creature must make a Dexterity saving throw. A creature that fails their saving throw takes 1d8 Piercing damage plus another 1d8 Piercing damage for each Constellation Level you have, half as much on a successful saving throw.

Sankhara Trigger. Alternatively, you can have the seed trigger another Sankhara you have access to that is of level 3 in power, or less. To do so, you immediately activate that other Sankhara,



expending Livestone Capacity as if you have used it directly. The Sankhara has no immediate effect when used this way, but when the seed is triggered, the stored Sankhara is activated. If the Sankhara has a target, it targets the creature that triggered the seed to grow. If the Sankhara affects an area, that area is centered on the triggering creature.

Once triggered, the seed is destroyed. If you attempt to place a second seed when another seed is still present, the first seed is destroyed.

Shaping

Level 1 Sankhara (Prodigy)

Activation Time: Action
Range: 20 feet
Duration: Instantaneous

This is a rudimentary Sankhara form and allows the user to create minute livestone particles that then expand and collapse very rapidly, creating a concussive region of outward force that erupts underneath a single target of your choice within range. That target must make a Constitution saving throw. On a failed save, the target takes 1d8 Sonic damage and is pushed 10 feet away from you. On a successful save, the target takes half as much damage and isn't pushed.

Shaping improves as you gain levels. The target takes an additional 1d8 Sonic damage for each Constellation Level you have past level 1.

Shield

Level 4 Sankhara (Prodigy)

Activation Time: Action
Range: 20 feet
Duration: 10 minutes

You grow livestone into a hemispherical dome with a radius of 10 feet. Creatures outside the dome can't make melee attacks on creatures inside the dome (and vice versa). Creatures inside the dome also have Half Cover from ranged attacks and Advantage on all saving throws as any damaging effects are muted by the dome.

As a Bonus Action you can make the dome itself drag a target of your choice into the dome (if the target is within 5 feet of the dome). The target makes a Dexterity saving throw and if they fail, they are dragged partly into the dome's wall. While partly inside the wall, the target has the Grappled condition (escape DC equal to your Treasury Remnant save DC) and while Grappled also has the Restrained condition and

can be hit by melee attacks by creatures both outside and inside the wall. Whenever a Restrained creature starts its turn inside the wall, it takes 4d6 Bludgeoning damage. On subsequent turns, you can leave the creature inside the wall, or use another Bonus Action to fully pull them into the dome or eject them.

The dome has AC 11 and 200 Hit Points and lasts for the duration unless you dismiss it earlier.

Snake

Level 1 Sankhara (Prodigy)

Activation Time: Action
Range: Self
Duration: 10 minutes

Knowing the *Snake* Sankhara allows you to coat your gauntlet in livestone. The livestone is pliable, and flows into whatever shape you desire, usually a snake or tentacle form. The tentacle can be whatever strength and thickness that's required, from a hair-width for extremely delicate operations to a tree trunk for brute force applications. Its maximum diameter is 5 feet.

The livestone's entire surface is a light receptor emitting Bright Light to 30 feet and Dim Light another 30 feet beyond that. This light can be toggled on or off by using a Bonus Action. Once activated, the snake's form can be changed during the duration by using a Bonus Action. The following are forms commonly used by this Sankhara:

Livestone Blade. A shard of livestone erupts from your gauntlet and coalesces into a melee weapon. You are considered proficient with this weapon, it has a reach of 5 feet, and when you make a melee Remnant attack with it, the blade does 2d8 Bludgeoning, Piercing, or Slashing damage (your choice when created) on a hit.

Touch and Use. A tendril of livestone undulates across a span up to 20 feet away and can press a button or open an unlocked container or door. It can also be used to drag an object weighing up to 10 pounds back to you.

Disarm and Unlock. You cause a livestone tentacle to wriggle through a small access hatch and into the guts of a machine. When its tip has reached the required location, up to 20 feet away, you can change the shape of the tip into whatever tool, or tools, are required: screwdriver, pliers, tweezers, etc. If used to unlock a door or container or to damage a security system to render it inoperable, these tentacles grant Advantage on any Wisdom (Mechanics) checks.

PROJECTORS

These Celestial items look like exotic belts, coiling about their wearer's waist like sinuous serpents. They can be worn over standard clothing as well as over an Aegis. Projectors are also easily hidden, and only well-trained security forces know how to look for them, or even what they are.

Drainer

Level 4 Projector (Prodigy)

Activation Time: Bonus Action

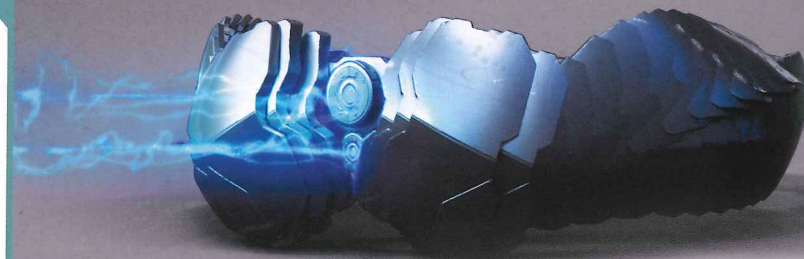
Range: 150 feet

Duration: 1 minute

You use the *Drainer* to fire a reductive beam at a single creature or object within range. The beam siphons energy out of any target it strikes, making their temperature fall rapidly until it approaches absolute zero. The target must make a Constitution saving throw. On a failed save, it has the Paralyzed condition for the duration as it begins to freeze. On a successful save, the target isn't affected. A target Paralyzed by the freezing effect takes 6d10 Cold damage at the start of its next turn and must make another Constitution saving throw. On a failed save, the target remains Paralyzed, and the effect continues. On a successful save, the target is no longer Paralyzed.

The *Drainer* must store the energy it siphons away, and it has limits. Safety systems cut in and switch it off if the store reaches capacity. Therefore, you can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

DRAINER



LIGHTWARP



Lightwarp

Level 1 Projector (Prodigy)

Activation Time: Bonus Action

Range: 60 feet

Duration: 1 hour

This is an extension of electronic warfare taken to a level only Celestials can achieve. You use the *Lightwarp* to fire a small disc at a point within range. This disc hangs in the air for the duration seemingly propagating ripples through spacetime's quantum fields, bending light. Every physical shape within the area of effect around the disc (a 50-foot-radius Sphere) is visually distorted. Objects don't appear in their actual positions, producing complete disorientation, and it becomes impossible to orient oneself via radar, laser radar, infrared imaging, and the optical spectrum. The only sense remaining functional is touch. All creatures in the area of effect have the Blinded condition for the duration (unless they leave the area, thereby ending the Blinded condition).

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

MIMIC WALKERS



NEPEE



Mimic Walkers

Level 3 Projector (Prodigy)

Activation Time: Bonus Action

Range: 10 feet

Duration: 1 hour

These mannequins are made from a programmable, gossamer-thin material, capable of emulating your body shape. In pre-deployment form they are 1-inch diameter discs. When you activate your *Mimic Walkers*, they scatter 10 discs near you, adding confusion to an active combat zone. One disc inflates to full size immediately and then sprints around the battlefield. This mimic walker has no offensive capability, but its sudden appearance is intended to draw enemy fire, enabling you to either shoot the distracted enemy, or get clear. These mimics have inbuilt electronic warfare modules, which show up as standard armor systems in enemy sensors, enhancing their believability.

Each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets your mimic duplicate. If you roll an 11 or higher the creature targets the duplicate instead. A duplicate's AC is 10. If an attack hits a duplicate, the duplicate is destroyed. However, another disc then inflates to full size and deploys. This continues until all discs have been used. If you are damaged by an area of effect attack, roll 1d6 and destroy that many of your remaining discs in addition to the standard effects of the area attack.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Nepee (Neural Pulse)

Level 5 Projector (Prodigy)

Activation Time: Bonus Action

Range: 20 feet

Duration: Instantaneous

This device induces selective nerve paralysis. It is a short-range weapon, requiring an action to emit a narrow beam that automatically hits a target within range. The target must succeed on a Strength saving throw or come under one of the following effects (chosen by you):

Heart Paralysis. The target takes 12d8 Radiation damage.

Muscle Paralysis. The target has the Paralyzed condition for one minute. At the start of each turn while Paralyzed the target takes 1d12 Bludgeoning damage. At the end of each of its turns, the target can make another Strength saving throw with Disadvantage. On a success, the Paralyzed condition ends on the target.

Visual and Auditory Paralysis. The target has the Blinded and Deafened conditions for 1 hour.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.



AARON SIMS CREATIVE

NORTH FRONT



THE SONIC CLOUD BEGINS TO IONIZE A CLOUD OF GAS.

Sonic Cloud

Level 4 Projector (Prodigy)

Activation Time: Bonus Action

Range: 200 feet

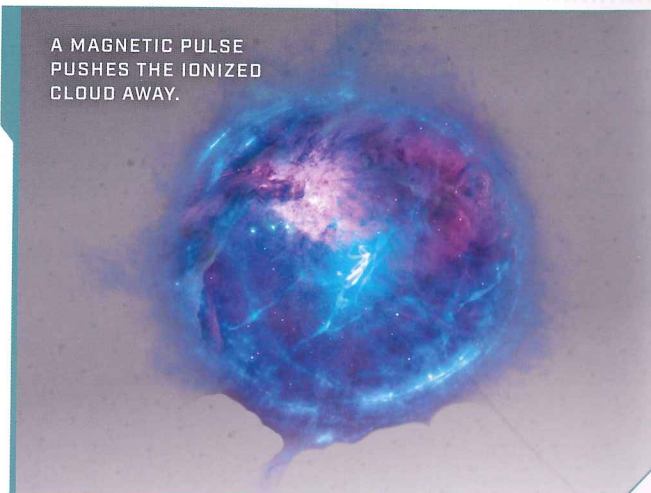
Duration: Instantaneous

This complex Remnant weapon has two functions. After using either function, the *Sonic Cloud* can't be used again until you finish a Long Rest.

Electron Beams. You fire high density electron beams, ionizing a roughly spherical cloud of gas 10-feet in radius and directly in front of you. The chest pack then emits a powerful magnetic pulse to shove the ionized cloud away at supersonic velocity—resembling a spectral comet. After traveling 200 feet, the cloud loses cohesion and breaks apart; but before that if anyone is standing in its path it strikes them with the force of a runaway boulder. Creatures or objects in the path must make a Dexterity saving throw. A target takes 10d6 Bludgeoning damage on a failed save, or half as much damage on a successful one.

Ionized Ribbon. You create a slim ribbon of ionized air that curves across to a target within range. Once the ribbon is established the pack discharges its full electrical power into the ribbon, creating a directed lightning bolt. The current starts breaking apart within the last half of the duct, producing a forest of small breakaway lightning bolts, grounding out in the closest surface, and reducing the power of the main duct. Creatures caught in the first half of the duct (up to 100 feet from you) must make a Dexterity saving throw. A target takes 6d8 Electrical damage on a failed save, or half as much damage on a successful one.

Creatures caught in the last half of the duct must make a Dexterity saving throw. A target takes 3d8 Electrical damage on a failed save, or half as much damage on a successful one. Finally, the target at the end of the ribbon takes 5d8 Electrical damage, but this damage reduced by –2 for each creature already damaged in the last half of the duct.



A MAGNETIC PULSE PUSHES THE IONIZED CLOUD AWAY.

AARON SIMS CREATIVE

REMOTES



Remotes are repurposed Celestial devices used by Rangers, to assist them and their Awakened companions, in combat, disruption, and surveillance.

Jam Army

Level 2 Remote (Ranger)

Activation Time: Action

Range: Self

Duration: 1 minute

These are ant-sized bioware drones, but individual units congregate in wide columns across the floor. They are hard for most sensors to spot, especially in an active combat zone. These drones are designed to target Constructs. When the *Jam Army* comes into contact with a Construct the drones clamber up its legs and emit a single EMP. The pulse isn't powerful. A single drone can't knock out a Construct, but the cumulative effect of hundreds of these pulses going off in quick succession along the legs of a Construct is severely debilitating, leaving them vulnerable to conventional attack.

After you release them, the *Jam Army* functions as a single creature under your control. It shares your Initiative count and takes its turn immediately after yours. Use the accompanying **Jam Army** stat block.

JAM ARMY

SMALL SWARM OF TINY CONSTRUCTS

AC 11

HP 50

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	-3	-3	DEX	12	+1	+1	CON	4	-3	-3
INT	3	-4	-4	WIS	3	-4	-4	CHA	1	-5	-5

Resistances Bludgeoning, Piercing, Slashing

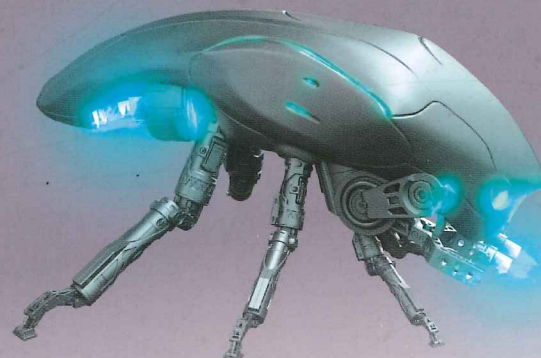
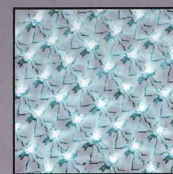
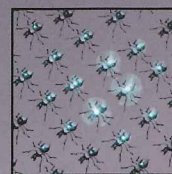
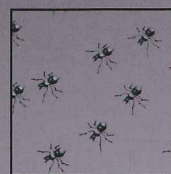
Immunities Poison; Dominated, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 30 ft., Passive Perception 6

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

JAM ARMY



At the end of the duration, or if reduced to 0 Hit Points, the *Jam Army* is dispersed and can't be used again until you finish a Long Rest. If the *Jam Army* doesn't disperse, you can use a Bonus Action to collect the drones. After being dispersed or collected, you can't use the *Jam Army* again until you finish a Short or Long Rest.

TRAITS

EMP Pulse. A Construct that starts its turn within 5 feet of the Jam Army, takes 21 (6d6) Electrical damage and it must succeed on a Constitution saving throw or have the Stunned condition until the end of its next turn.

Not Alive. The Jam Army doesn't need to breathe and can function normally in a vacuum or similar environment.

Swarm. The Jam Army can occupy another creature's space and vice versa, and the Jam Army can move through any opening large enough for a Tiny creature. The Jam Army can't regain Hit Points or gain temporary Hit Points.



Mazebugs

Level 1 Remote (Ranger)

Activation Time: 1 minute

Range: Self

Duration: 4 hours

This Tiny (gnat-sized) flying biotech insect is used for covert communication, primarily in missions where the squad is split up and separated by physical walls, such as large compounds or spaceships. Almost undetectable, *Mazebugs* carry strategic communications in the form of stored messages between squad members, flying through corridors to locate their designated recipient.

As an action, you can designate up to twenty creatures to be part of your *Mazebug* network. Once designated, the *Mazebug* hub creates a pheromone vial, to be given to each target. After that, until the duration expires, anyone that is part of the network can communicate with each other as long as they are within 2 miles of you, and they still carry a pheromone vial. Pheromone vials can be destroyed by smashing them on a hard object using a Bonus Action. The vials destroy themselves when the duration expires.

Puff Chaff

Level 2 Remote (Ranger)

Activation Time: Action

Range: 100 feet

Duration: 1 hour

Dispensed from pods that can be attached to arms and legs, *Puff Chaff* is a tiny pellet fired out in conjunction with electronic-warfare chaff. Generally, hundreds are released in pre-set dispersal patterns as soon as the user enters a hostile zone and has been detected. On release, the molecular structure of the *Puff Chaff* pellet changes, expanding out to a globe 12-inches in diameter, with a one-molecule-thick shell. The molecules then undergo a second recombination to release their stored energy, heating the shell to 1,800 degrees Fahrenheit, which turns it incandescent. The

air which was sucked in to inflate the globe is also heated by the shell, providing considerable buoyancy, which allows the chaff to float through the air. They can cluster together in large groups, obscuring most of the room. Their solid surface blocks radar, and the intense combination of heat and light appears as a single wall to targeting software.

When you disperse *Puff Chaff* pellets, they remain dormant until you activate them by using a Bonus Action. The pellets can be condensed into a cloud forming a 20-foot-radius Sphere at a point within range. In cloud form, the pellets act as a partly permeable wall that heavily obscures any creature outside the area, preventing detection and observation beyond the cloud. Individual pellets must be punctured and knocked from the air before sensors can look through the zone the pellets were blocking. Given a cluster can number in the hundreds, this is a time-consuming task. Aegis suits are reasonably heat resistant and can swat a few individual puff chaffs aside. The more pellets in a clump, the more problematic rushing through them becomes.

A creature can attempt to move through the cloud—it is Difficult Terrain, and for every 5 feet that a creature moves through it, the creature takes 1d10 Heat damage. A Construct that starts its turn in the cloud must succeed on a Constitution saving throw or have the Stunned condition until the start of its next turn.

Activated *Puff Chaff* pellets remain active for up to 1 minute. Once their duration expires, they harmlessly disintegrate. You can use *Puff Chaffs* a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Setaebot

Level 3 Remote (Ranger)

Activation Time: Action

Range: Self

Duration: 10 minutes

These are small bioware drones with stealth-chameleon skin and six legs and toes covered in gecko setae—the hairs that allow them to stick to walls and ceilings. Normally, *Setaebots* are carried by having them cling to your armor suit. Each has pouches that carry a variety of payloads depending on mission requirements. Uses include scouting ahead, normally along pipes and through cracks, strategic electronic warfare, and sabotage, seeking out network and power cables, and severing them. They are also mobile bombs that you operate remotely.

You release a *Setaebot* (Tiny Construct with AC 8, 1 Hit Point, and a Speed of 30 feet) on one of the following three missions:

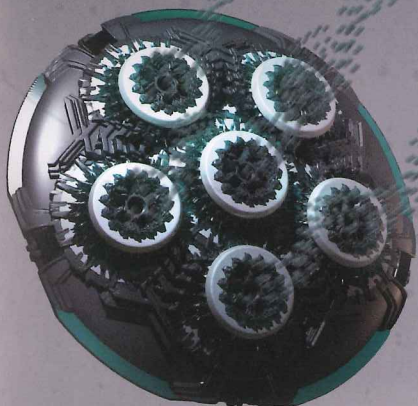
Infiltrate. You order the *Setaebot* to scout the area. It can look in every direction and uses its sensors to continually transmit visual information to you. If the *Setaebot* moves more than 3 miles away from you, it stops and waits for you to get closer to it. The *Setaebot* can pass through an opening as small as 1 inch in diameter. Creatures that succeed on a DC 15 Wisdom (Perception) check detect the *Setaebot*.

Disabled. You send a *Setaebot* to disable a lock or alarm system. The *Setaebot* takes 1d4 rounds to accomplish this.

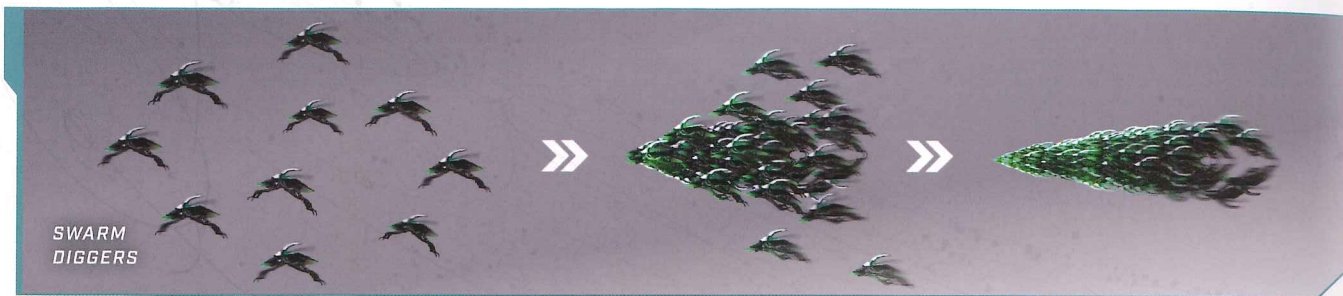
Detonate. You order a *Setaebot* to Dash to a location and detonate. Every creature and object within 10 feet of the detonation must make a Dexterity saving throw. Targets take 6d6 Heat damage on a failed save, or half as much damage on a successful one. The *Setaebot* is destroyed.

You have two *Setaebots* and both can be active at the same time, and each can be recalled with a Bonus Action. If a *Setaebot* is destroyed or recalled, it isn't replaced until you finish a Long Rest.

SETAEBOT



PUFF CHAFF



Swarm Diggers

Level 3 Remote (Ranger)

Activation Time: Action

Range: Self

Duration: 10 minutes

These wasp-sized drones are released in swarms of around a thousand individuals and are specialized at compromising Aegis suits. They fly in a cloud formation and are extremely difficult to eliminate. They have a shared homogenized processing function hardened against electronic warfare, so the greater their number, the smarter the swarm.

Their one weapon is a stinger barely more than 1/10th of an inch long. This is known as a “clear cut”. They attack by concentrating on a single point on an Aegis suit, this is the impact location where the first *Swarm Digger* reaches the designated armor. The most effective targets are the top of the skull, or side of the neck. After the first strike the swarm converges on that point, with every drone stabbing its stinger near the initial strike. After a strike, and with its stinger expended, the drone simply falls away allowing the next one access to the hole being bored through the armor. Once the armor has been penetrated, the drones extend the hole until they can fit through. The attack then continues against the body inside, generally targeted on the skull, exposing the brain so they can assault it directly; or if they’re focusing on the neck they will chew through to the carotid artery.

When you activate the *Swarm Diggers*, the swarm emerges, using the accompanying **Swarm Diggers** stat block, acting on your Initiative count, and taking its turn immediately after yours. The swarm is under your control. Any creature that starts its turn in the swarm must make a Constitution saving throw. A creature takes 4d10 Piercing damage (plus an additional 1d10 Piercing damage for each turn they’ve already started in the swarm) on a failed save, or half as much damage on a successful one. A creature that failed the save also has the Restrained condition until the end of their next turn.

At 0 Hit Points the swarm is dispersed. The most effective method to accomplish this is to detonate an explosive in their midst, however if the swarm detects a grenade launch, it uses its Reaction to break into a wider formation, halving the damage inflicted by the grenade.

Once used, you must finish a Long Rest before activating the *Swarm Diggers* again.

SWARM DIGGERS

LARGE SWARM OF TINY CONSTRUCTS

AC 12

HP 75

Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	-3	-3	DEX	10	+0	+0	CON	5	-3	-3
INT	6	-2	-2	WIS	10	+0	+0	CHA	1	-5	-5

Resistances Bludgeoning, Piercing, Slashing

Immunities Poison; Dominated, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

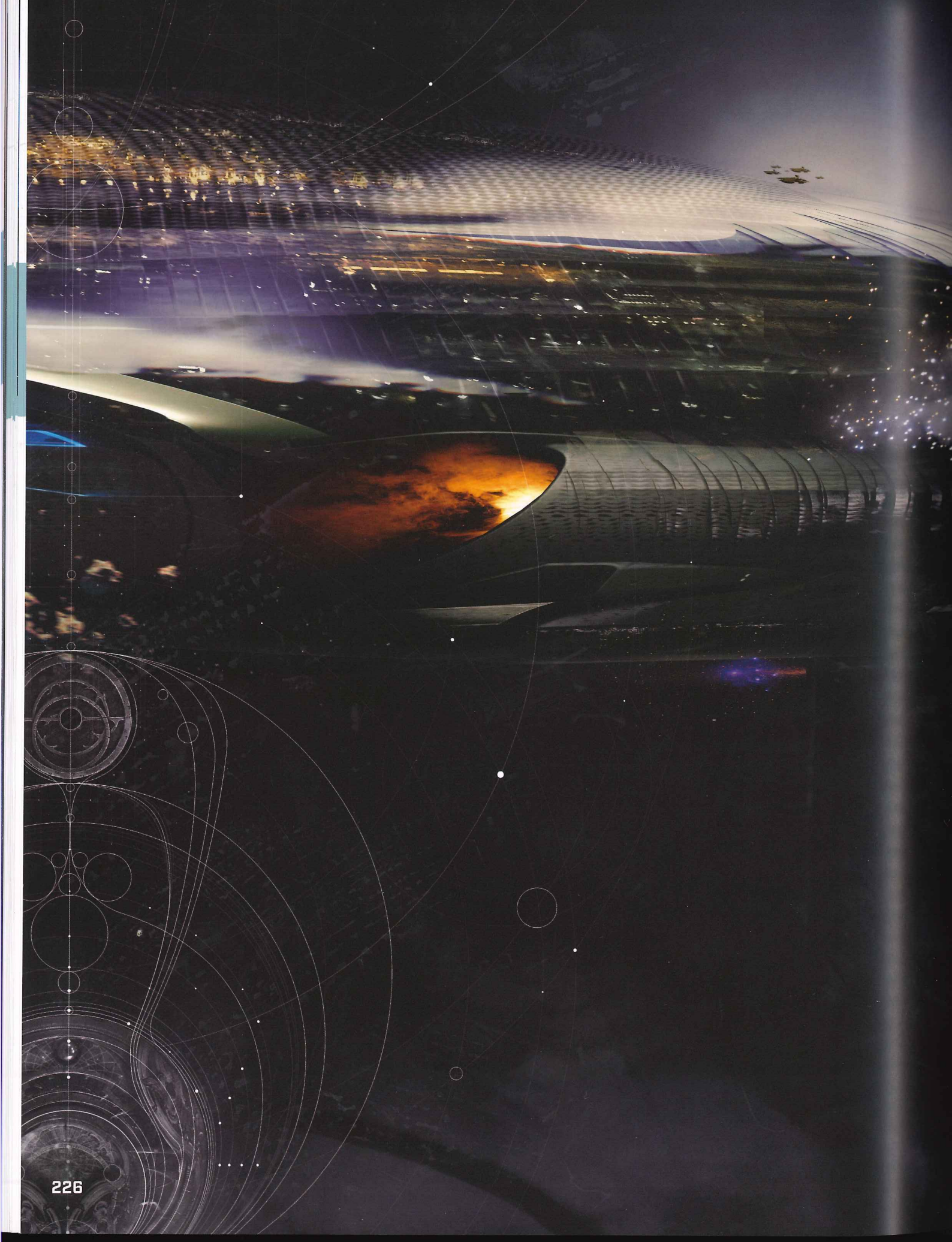
TRAITS

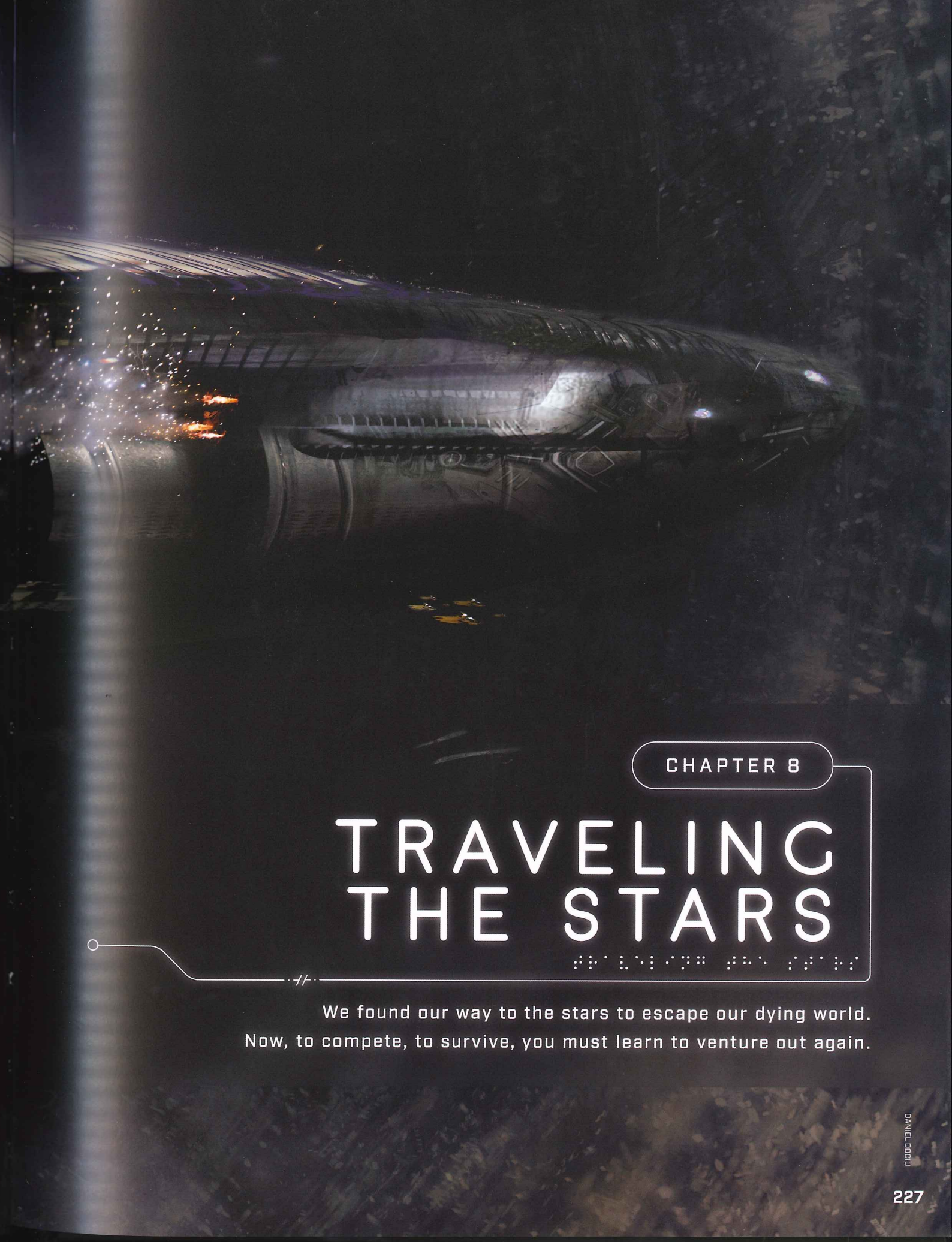
Consume. Any creature that starts its turn in the swarm must make a Constitution saving throw. This saving throw is made with Disadvantage if the creature is not a Construct, or isn’t wearing an Aegis suit. A creature takes 22 (4d10) Piercing damage (plus an additional 5 (1d10) Piercing damage for each turn they’ve already started in the swarm) on a failed save, or half as much damage on a successful one. A creature that failed the save also has the Restrained condition until the end of their next turn.

Not Alive. The swarm doesn’t need to breathe, and it can function normally in a vacuum or similar environment.

Swarm. The swarm can occupy another creature’s space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can’t regain Hit Points or gain temporary Hit Points.

A TRAVELER APPROACHES
AN UNUSUAL REMNANT.
WHAT COULD POSSIBLY
GO WRONG?





CHAPTER 8

TRAVELING THE STARS

■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■

We found our way to the stars to escape our dying world.
Now, to compete, to survive, you must learn to venture out again.

THE CORMPANT

THE CORMORANT

This section provides an overview of the various kinds of travel used within the confines of a solar system.

Starships all use helium-3 (He3) fueled fusion generators to power their life support systems during flight. For drives, some use fusion generators to power ion or plasma rockets. They can also use fusion plasma directly as a rocket exhaust. High performance Celestial ships use antimatter for propulsion.

To produce this antimatter for their starships, Celestials use solar farms in a close orbit around stars but even with their technology it requires vast amounts of energy to generate antimatter. The ratio of energy applied to the production machinery compared to the energy contained within the antimatter it refines is extremely poor. Therefore, high caste Celestials are the main owners of antimatter starships.

JULIAN CALLE





ORBITAL TOWERS

Due to the destructive nature of rocket launches, Celestials rely on orbital towers to haul most cargo into orbit. An orbital tower is a structure that connects a geostationary satellite to the surface of a planet. A space elevator moves cargo and people from the surface to the satellite. Most Celestial cargo ships are too large to land on a planet and so must dock with an orbital tower to transfer cargo and passengers. When a starship arrives at a planet without an orbital tower, it needs a spaceplane to shuttle between orbit and the surface.

SPACESHIP READY
FOR LAUNCH.



LAUNCH FACILITIES

The various fees imposed on space elevator usage, combined with constant Celestial oversight, led humans to create their own launch facilities. While vessels exist that can easily travel between orbit and land, the majority of human-operated space travel is still performed using combustion rockets from these facilities. Many launches tend to be automated missions, requiring little to no human piloting, and once the payload reaches orbit, a space station crew retrieves it. Payloads can be filled with research, construction materials, life support supplies for the space station, or a human crew looking to explore space firsthand. Such tickets cost a nominal fee, but the real price comes when coordinating rendezvous once orbit is achieved.

SPACESHIP IN A REPAIR BAY.

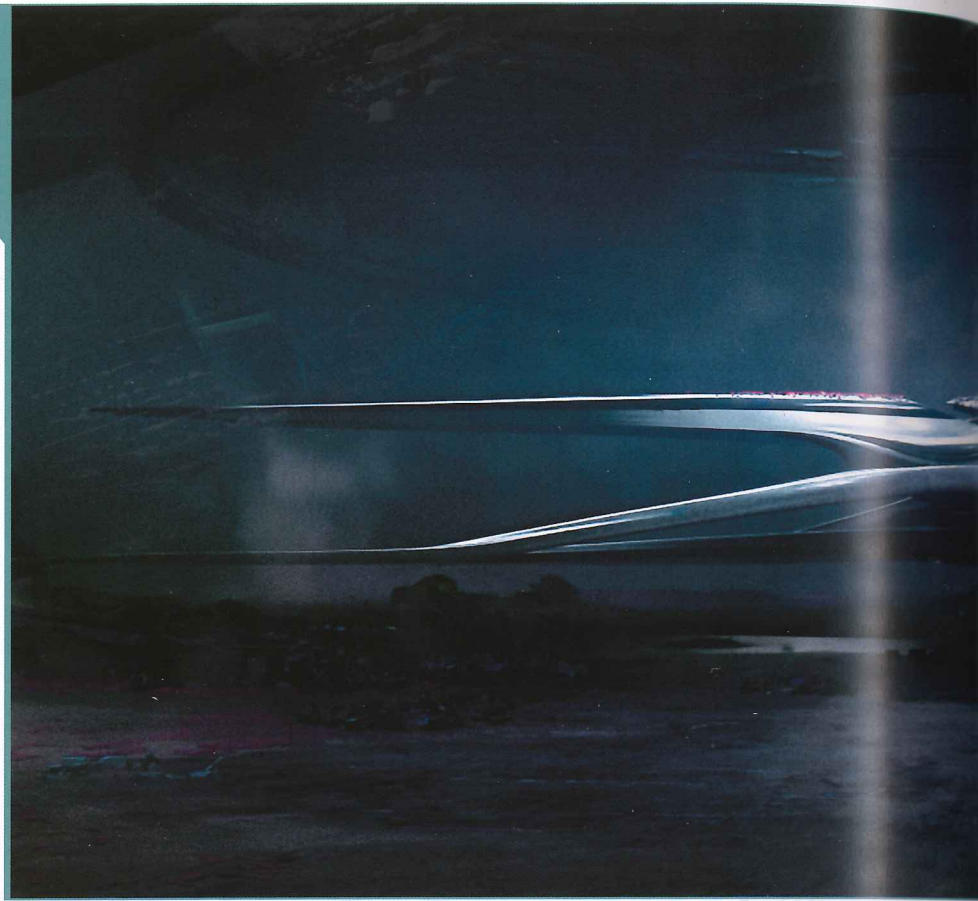


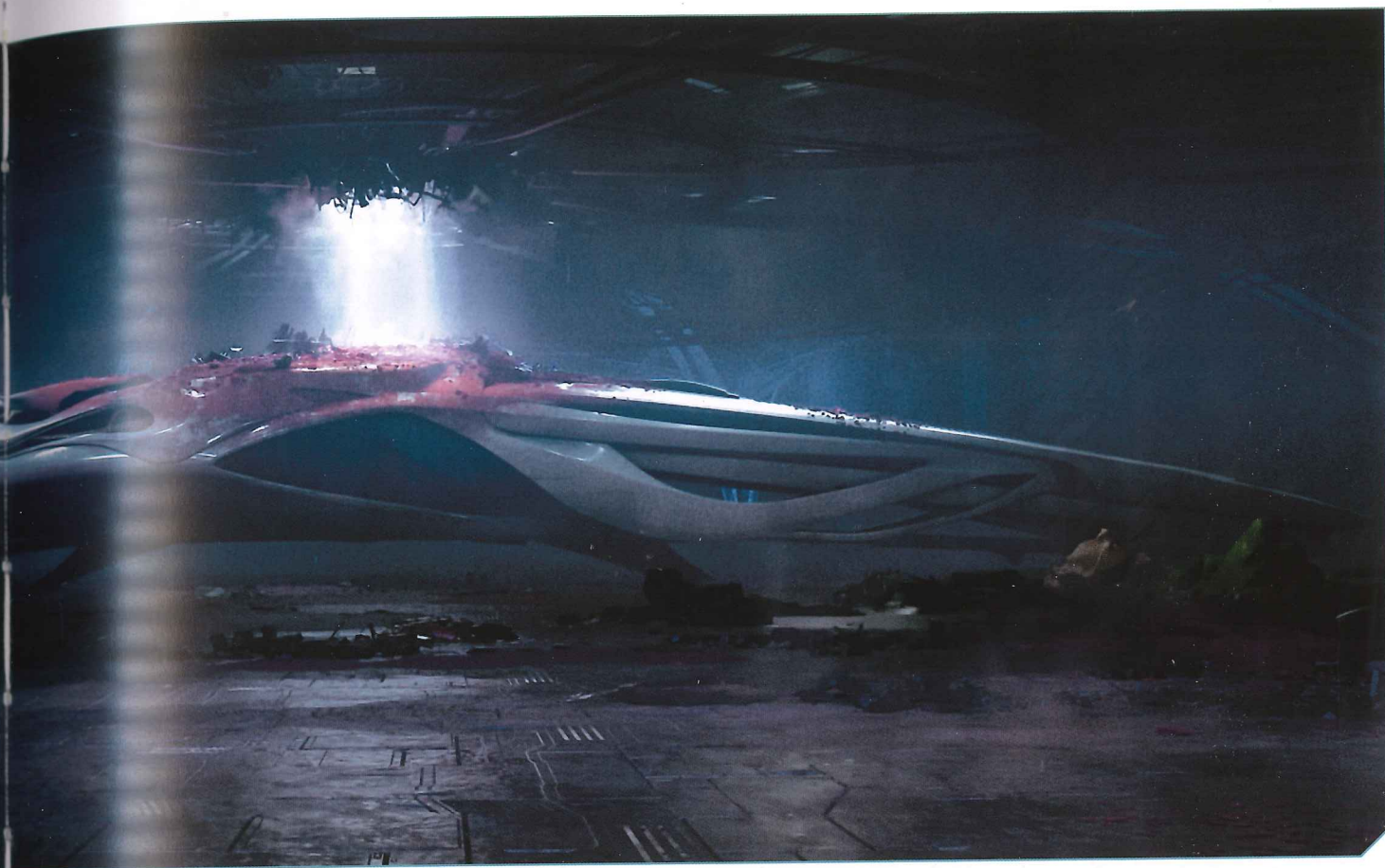
TRAVELER SPACESHIP

The spaceships used by Travelers are aerodynamic vehicles built to land on the surface of planets, usually at designated spaceports, though some can manage hard landings in wild, uneven terrain.

Using a spaceship to travel between worlds in a system typically takes several days. Because the intensity and direction of the g-forces during such trips will change suddenly as ships accelerate, decelerate, and course correct, most spaceships require passengers to remain strapped in during transit.

Traveler spaceships have been modified to handle acceleration to near lightspeed by a Gate of Heaven and deceleration after arriving in the target system.





USING CELESTIAL TRANSPORT

The easiest way for humans to navigate the Cluster is by hitching a ride on Celestial vessels. Obtaining passage typically involves one of three different options: the human(s) have something valuable to provide, they are invited aboard the ship due to Celestial connections, or they are skilled at manual labor and can help maintain the ship.

Luckily, the Travelers tend to have connections that can easily acquire passage when necessary. Once established in the organization, a Traveler can purchase passage aboard a Celestial ship for basic currency from their local charter. If a Dynasty sanctioned mission requires interstellar travel, the cost of the tickets is usually covered by the organization. After hitching a ride, many Travelers opt to find their own vessel—for increased privacy, comfort, and freedom.

INTERSTELLAR TRAVEL VIA THE GATES OF HEAVEN

The Elohim Pathways are the primary means by which Celestials transit through the Cluster. This interstellar transportation network is accessed via the Gates of Heaven, massive artifacts which are constructed and maintained by the Elohim. The Gates are ring stations that span several miles in diameter and orbit far outside the habitable zone of their host stars. Most star systems have at least one Gate, and each Gate has a twin located elsewhere in the Cluster. Twinned Gates are joined by a line of quintessence embedded across spacetime. This quintessence line is called a pathway.

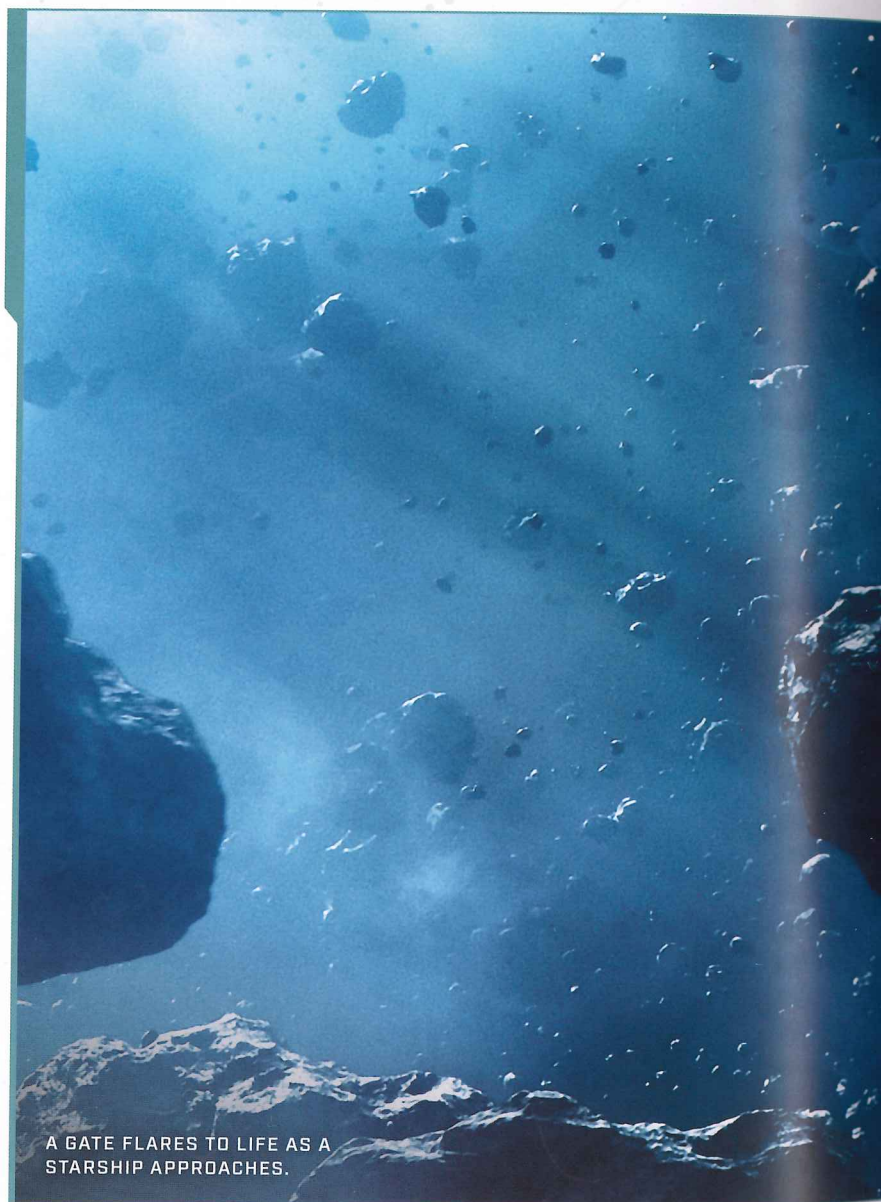
The Elohim created the pathways using line extruder ships: massive machines which continue to manufacture new Gates and quintessence lines in the Present Era. Once the machine has forged a new Gate, it stows it in orbit around a star before accelerating up to half lightspeed, distorting spacetime in its wake to generate a quintessence line. When the machine reaches the next star system, it manufactures the second Gate to form the pathway, producing a functional interstellar transport route.

Ships that enter the Gates are framed in a zero-point stasis field and accelerated to extremely high fractions of lightspeed. This is called "frame jump," and it requires vast amounts of energy, which is stored in the quintessence lines that form the pathways. The destination gate decelerates the ship and releases it from the frame upon arrival. Although the atomic structure of the crew is technically inert during this stasis phase, molecules still have vibration; therefore, the human brain is slightly aware of time passing. This has been known to produce a delta-wave dream-state in certain individuals. Those who experience it are called "frame dreamers," and over a lifetime of travel using the pathways, it can have a profound effect on their psychology.

Ships that use the pathways don't require a specialized engine but building a ship that can survive the stasis field requires an advanced technology known as a ZPZ Generator that most human societies don't yet possess.



AN INACTIVE GATE.



A GATE FLARES TO LIFE AS A
STARSHIP APPROACHES.

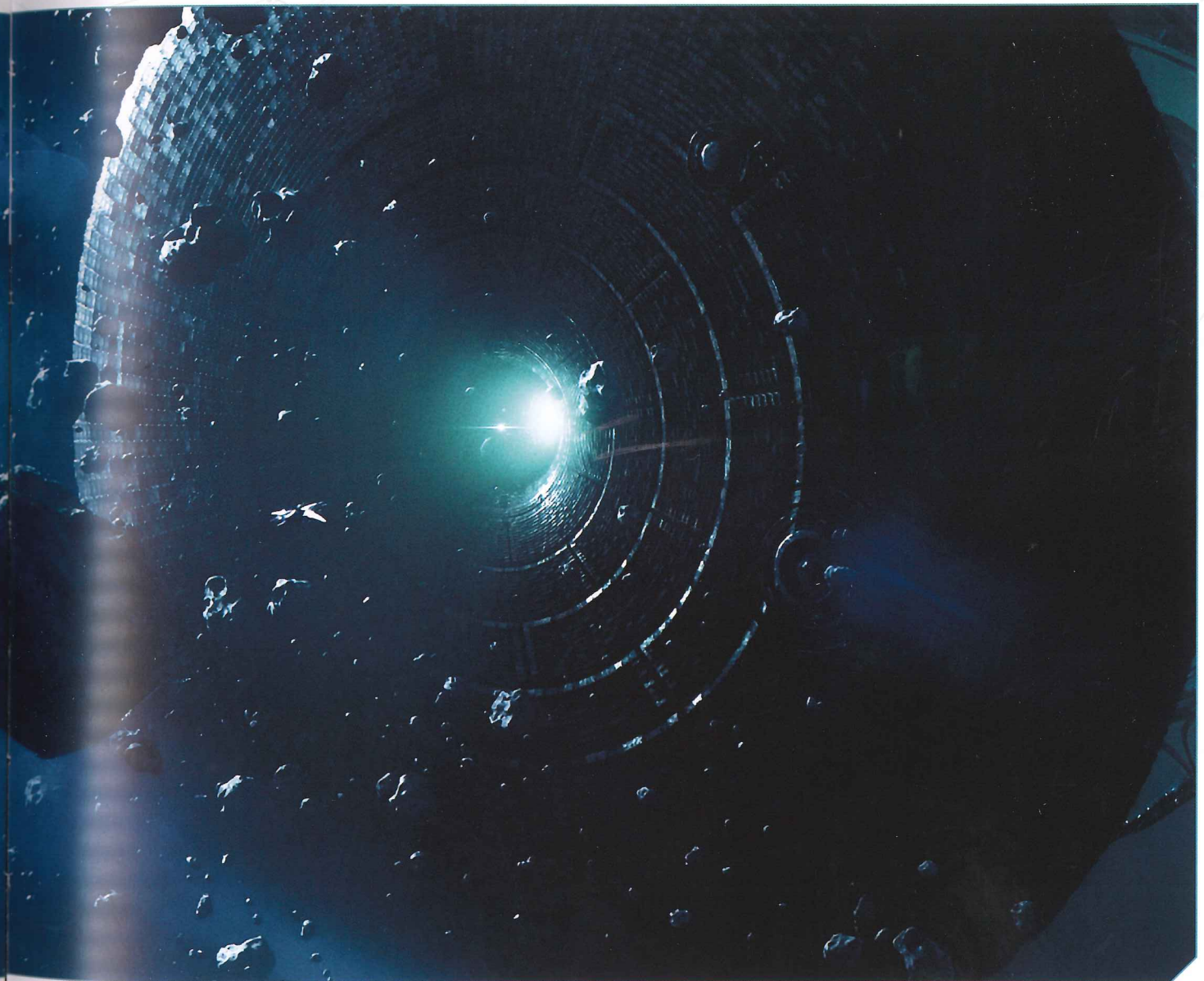
DEAD GATES

Gates periodically enter a state of hibernation that can last for decades, closing off certain pathways for indeterminant lengths of time. These are called Dead Gates. Encountering a Dead Gate during an Exodus can have devastating consequences for a Traveler. In the event that a Dead Gate closes off a return route, the Traveler can be forced to take a much longer Elohim Pathway home, resulting in a dramatically longer travel distance than originally anticipated. For example, an Exodus that should have taken 5 years to reach your destination and another 5 to return home, might take 30 years instead, because you were forced to travel a different route, adding 25 light-years to your journey home.

TERMINOLOGY: EXODUS

For Travelers, any interstellar mission is an Exodus. It's a noun that describes the moment of transit through the Gates as well as the entire interstellar round-trip journey. The following are appropriate examples of its usage:

- *We have six days to prepare for Exodus. It's not enough time.*
- *Our ship has entered the Gate's gravity well. Countdown to Exodus: T-minus 10 ...*
- *I'm on Exodus from Lidon. Twenty-five years have passed back home.*
- *I've just returned from a fifty-year Exodus to the Kelowan system.*
- *That was his final Exodus.*



SPACESHIPS

Space vessels are grouped into three main categories: interplanetary ships and carriers that travel within a system, starships that travel between systems, and the arkships that brought humankind into the Cluster.

INTERPLANETARY SHIPS

Interplanetary ships are used to travel between worlds within a system and some can even land on the surface of planets. This is usually done at a designated spaceport, though a few ships are designed with the ability to land in wild, uneven terrain—particularly those owned by Travelers and others who operate on the fringes of the law.

STERNIDAE



ALEXEY PYATOV

WANDERING ALBATROSS



AARON SIMS CREATIVE

SPEED

Each ship presents its speed in terms of astronomical units (AU). One AU is the average distance from Earth to the Sun, or approximately 93 million miles. In actual gameplay, the Game Master can decide how long it should take for a ship to reach a planet, or Gate, in-system. However specific ship speed does matter if the characters are racing an opponent to a destination: that is, a Raven is faster than a Cormorant!

08 02

Sternidae

Shuttle Ship

Size: Length 50 feet,
Width 15 feet, Height 12 feet
Cargo Capacity: 10 tons
Landing Capability: Yes
Crew: 1
Passengers: 10
Maximum Interplanetary Speed:
0.1 AU per day

The Sternidae is one of the oldest and most common interplanetary ships. A small vessel, the Sternidae is reliable, affordable, and extremely popular: an entry level vessel that gets the job done.

Wandering Albatross

Transport Ship

Size: Length 320 feet,
Width 150 feet, Height 95 feet
Cargo Capacity: 1,500 tons
Landing Capability: No
Crew: 5
Passengers: 90
Maximum Interplanetary Speed:
0.1 AU per day

The Albatross is a massive interplanetary ship used to transport large numbers of passengers and cargo between habitable worlds within a star system.

CARRIERS

One of the more powerful weapon systems developed by humans, these submersible aircraft carriers have multiple purposes. While they can support distant military campaigns, more importantly they can also threaten retaliatory strikes, thereby deterring the use of nuclear weapons.

The carriers are powered by the same thermonuclear fusion tokamaks that powered arkships. Nearly a third of a mile long, with a complement of several thousand, the carrier bristles with high-powered but conventional weaponry including a small number of nuclear missiles. It also carries several dozen aircraft designed for vertical takeoff, each of which is installed in its own interior bay. When it is ready to launch, bay doors on the carrier's deck open and the aircraft is elevated into launch position; otherwise, the carrier keeps all entryways sealed so that it can submerge to avoid detection or to escape orbital strikes.

The carriers have been designed to be dropped from orbit and into the oceans of any world targeted for invasion. Stowed under the hull during space flight is a stack of large oval petals. The petals are manufactured in a microgravity foundry, so they're a tough, lightweight, foamed composite; it is brutish, engineering, with a petal's individual panels fixed together in a pattern similar to the way segments of an insect wing are arranged. The narrow end of the petals are attached to a stubby pillar, which is fixed to the exact middle of the ship.

A CARRIER DESCENDS VIOLENTLY TO A WAITING OCEAN.





A CARRIER AT SEA ON AN ALIEN WORLD.

Atmospheric Entry

The carrier has eight fusion rocket exhausts along the hull. These can produce point five gees acceleration. They're used over several days to approach the target world, building velocity, and positioning the entry vector very precisely. The carrier comes in fast, minimizing its exposure time to any planetary surface-to-air defenses. That means it also must brake hard. With so much velocity to shed, it has to hit the atmosphere along a vector that is (to begin with) almost parallel to the surface. If the angle is wrong, the carrier skips off the top of the atmosphere, and can't return for days, possibly weeks.

As it approaches the thermosphere its petals deploy, rotating around the central pillar and locking down to form a protective umbrella-shaped shield, which extends 300 feet beyond the stern and prow of the carrier, presenting a massive surface to the upper atmosphere. As this hits the atmosphere, it brakes the carrier's velocity, thus pulling the carrier down into thicker atmosphere which increases the deceleration force, rising to eight or even ten gees.

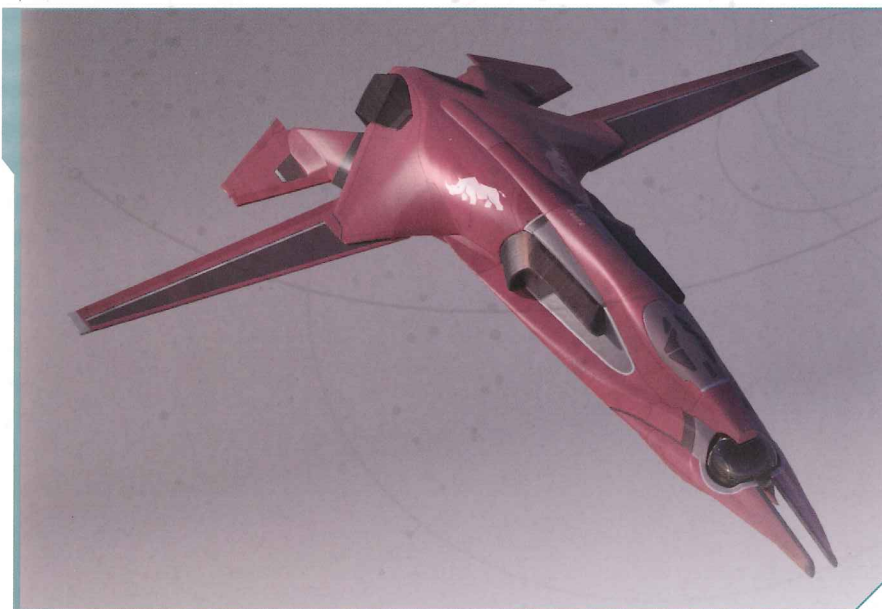


CARRIERS COMPLETE THEIR DESCENT.

This is enough to overstress the human body, and send anything that isn't secured properly crashing down, hitting the deck with ten times its nominal weight. The carrier decelerates to subsonic speed, and at an altitude of 800 feet, the petals are explosively jettisoned, streaking away at right angles from the carrier. The engine nozzles are now exposed, and fire, softening the landing ... a little. The water strike is still pitiless, especially on the human body. The crew must take the ride down on fluid-buoyancy acceleration couches that have a tall vertical crumple layer that absorbs the final impact force. Any crew not in a couch has slim chances of surviving a landing.

Defense

There is no such thing as a carrier making a stealth descent. Nor can it use its railguns or fire missiles while aerobraking. This is when it is at its most vulnerable. So just before the aerobrake petals deploy, the carrier launches a squadron of specially modified aerospace planes as a descent escort. These aerospace planes are streamlined, their surface coated in a thick layer of ablative, and their wings reduced until the vehicle is little more than a cone-shaped fuselage with fins. The planes surround the carrier, and head down with it, nose first. Half remain level with the carrier, so they are decelerating at the same rate, using clam-shell panels at the rear; while half go ahead several miles, coasting forward as the carrier decelerates behind them. The amount of chaff and electronic warfare pods they shoot all the way down makes the whole descent look like a dinosaur killer is inbound, with hundreds of fireballs blooming round the central flaming mass of the carrier.



Once the aerospace planes detect the source of any attacker's beams, they attack, firing their electronic warfare pods towards the beam gun to jam the guidance sensors, and then they follow up with a missile strike. Aerospace plane pilots are also tasked to intercept incoming missiles with counter-missiles. Reaction times here have to be superb given that the carrier decent velocity starts far above hypersonic speed. And the hypersonic missiles on their way up means their closing speed is phenomenal. Pilots must take massive doses of enhancement drugs to increase their reaction speed, accordingly, pushing them into what, effectively, is accelerated time. The drugs come from an infuser mechanism built into the pilot's helmet and are supplied when called for; there is a limit to how much of the drug a pilot's brain can take before burning out.

The carrier's ablative petals are designed to cope with substantial energy beam strikes as well as to dissipate the friction heat generated by the aerobrake. In a worst-case scenario, if a missile gets past the carrier's space planes, the outside edge of the carrier's petals tilt and twist like an aircraft wing flap, each changing its direction a fraction. But at these speeds a minute course change is all they need. Hypersonic missiles have one drawback, they travel so fast that if their target moves aside at the last second they don't have enough time to alter course to intercept it, the distance they have to travel to curve round is simply too great; they can't turn sharply in a short distance the same way as a fighter jet in a dog-fight can. However, a carrier can't make too many abrupt course alterations on the way down. If the vector becomes too sharp, and the descent angle is wrong, the forces rip the petals apart.



BISMARK CLASS
CARRIER SHIP



CONSTITUTION CLASS
CARRIER SHIP

Classifications

Every Celestial Dominion capable of building carriers tend to create their own distinctive ship designs. Carriers also vary in their payload, aerospace planes, and capacity to carry crew and passengers. Some, like Bismark class carriers, carry a wider assortment of military planes, while a Constitution class carrier tends to carry more troops, useful when establishing a longer-term foothold on a new world.

Few human worlds have carriers, but those that do have simply overhauled captured or abandoned Celestial vessels, adjusting them to be more suitable for human and Awakened crews.

Bismark

Carrier Ship

Size: Length 800 feet, Width 220 feet, Height 160 feet

Cargo Capacity: 12,000 tons

Landing Capability: Yes, but no take off capability

Crew: 130

Passengers: 300

Shuttle Craft: 10

Aerospace Planes: 46

Maximum Interplanetary Speed: 0.2 AU per day

Constitution

Carrier Ship

Size: Length 1,000 feet, Width 250 feet, Height 150 feet

Cargo Capacity: 15,000 tons

Landing Capability: Yes, but no take off capability

Crew: 250

Passengers: 500

Shuttle Craft: 8

Aerospace Planes: 32

Maximum Interplanetary Speed: 0.2 AU per day

STARSHIPS

Starships are designed so that they can travel to nearby stars that are connected through an Elohim Pathway by using a Gate of Heaven. Gaining a starship, or access to one, is an important first step for most Travelers.

COMBAT

Starships are integral to EXODUS. They are objectives for characters to achieve, and a means of travel across the Cluster. However, combat between starships in the modern era seldom happens—few are willing to risk these expensive yet fragile vessels without good reason. When it does happen, it is usually a brief affair, with a superior vessel, or one with a tactical advantage, making short work of its opponent. This is especially true when a Traveler ship is matched up against a Celestial vessel. The Game Master will resolve any ship combat via the narrative. Major outcomes such as when a Traveler ship is trying to flee a Celestial warship should be determined by the abilities and skills the characters possess.



Bahamut

Traveler Ship

Size: Length 180 feet, Width 80 feet, Height 30 feet

Cargo Capacity: 50 tons

Landing Capability: Yes

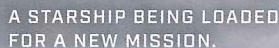
Crew: 4

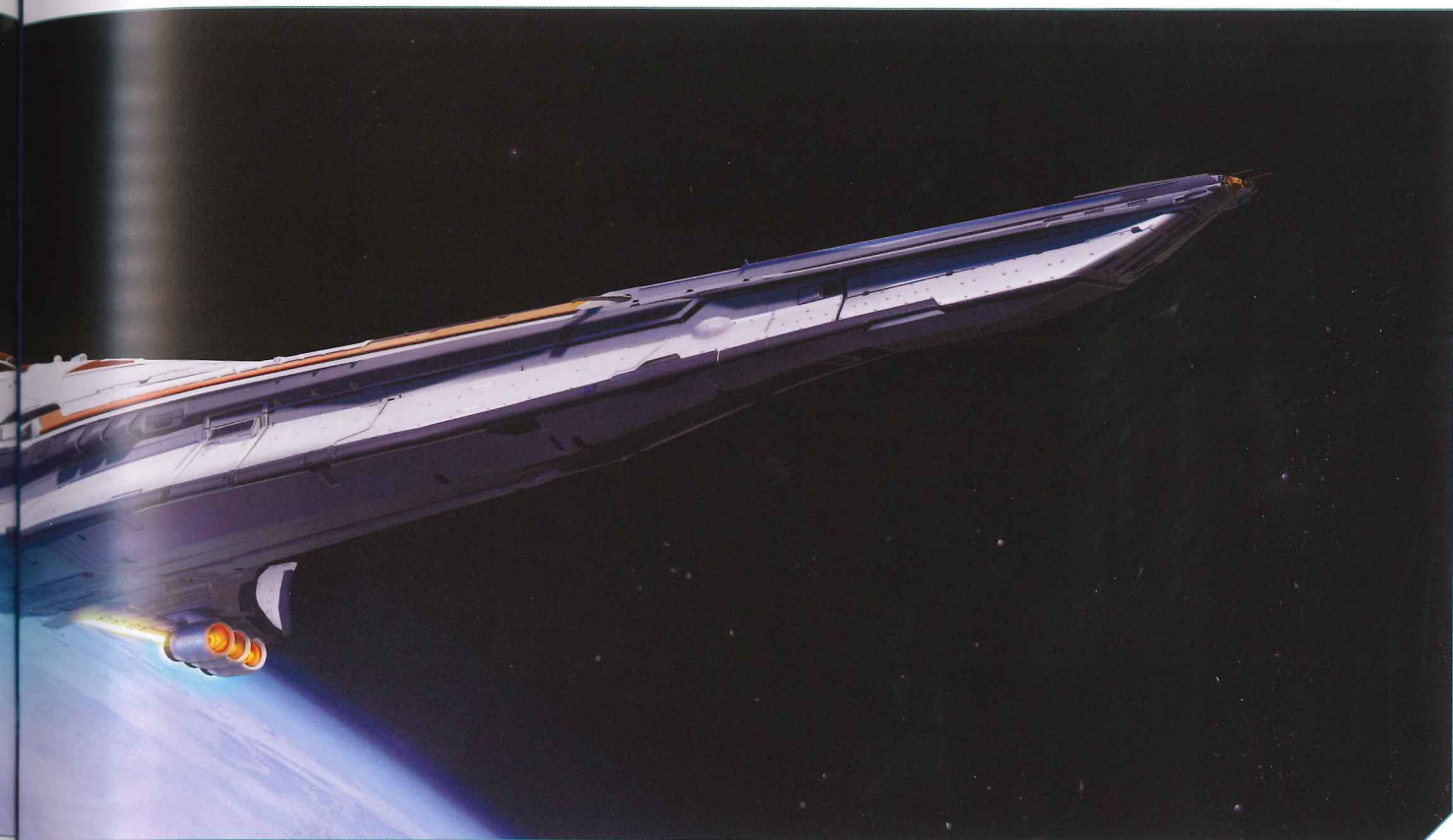
Passengers: Up to 15, depending on mission requirements.

Shuttle Craft: 0

Maximum Interplanetary Speed: 1.8 AUs per day

Lightspeed Maximum: T5 (0.99999)





ALEX LORT



A BAHAMUT AWAITS
PERMISSION TO LAUNCH.

ALEX LORT

The Bahamut is a human designed starship, partially retro-engineered from the Raven design and layout. It is larger (almost twice as long) and made from the toughest metalloceramic material human astroengineering companies can produce. It has three fusion generators, to provide power for its atmospheric, orbital, interplanetary, and interstellar flight systems, but more importantly for high-energy integral beam weapons and railguns. It is rarely used for simple cargo charters, although these do provide a

convenient income for an owner or captain down on their luck. When on a space-based reconnaissance or scavenger flight for Remnant Era artifacts, the cargo bay most likely carries a nest of sensor satellites, and a spacesuit and maintenance craft service module to investigate spaceship wreckage and abandoned asteroid stations. When landing on Remnant worlds, it carries armored ground vehicles and a squad of mercenaries for protection, as well as specialist recovery vehicles to dig out or extract any artifacts.

Cormorant

Traveler Ship

Size: Length 150 feet,

Width 40 feet, Height 50 feet

Cargo Capacity: 125 tons

Landing Capability: No

Crew: 2

Passengers: 6

Shuttle Craft: 1 (an Osprey)

Maximum Interplanetary Speed:

1.2 AUs per day

Lightspeed Maximum: T5
(0.99999)

A Traveler designed spaceship, Cormorants rely upon older human technology, but because of this they are often more reliable than Traveler vessels that make use of Celestial tech. A Cormorant consists of two ships—the mothership for interplanetary travel and travel through the Gates of Heaven, and a secondary excursion vessel called the Osprey that docks at the bottom of the mothership and is used for planetary landings. The Osprey has enough room for ancillary vehicles and passengers.

The bridge is in the mothership's central section, along with the engineering cabin. Both are small and cramped, as are the passenger cabins. When the ship is in transit along a pathway between gates, three arms telescope out from the main body. The end of each contains an inflatable life support sphere for the crew and passengers. The spheres rotate around the main section on the end of their arms to provide gravity, offering a more comfortable environment. In an emergency they can serve as lifeboats and detach. Each sphere can support five people, with the power and life support systems lasting for one week. Spheres have no propulsion systems, weapons, or shielding against cosmic radiation, so are last resort shelters only.

THE CORMORANT

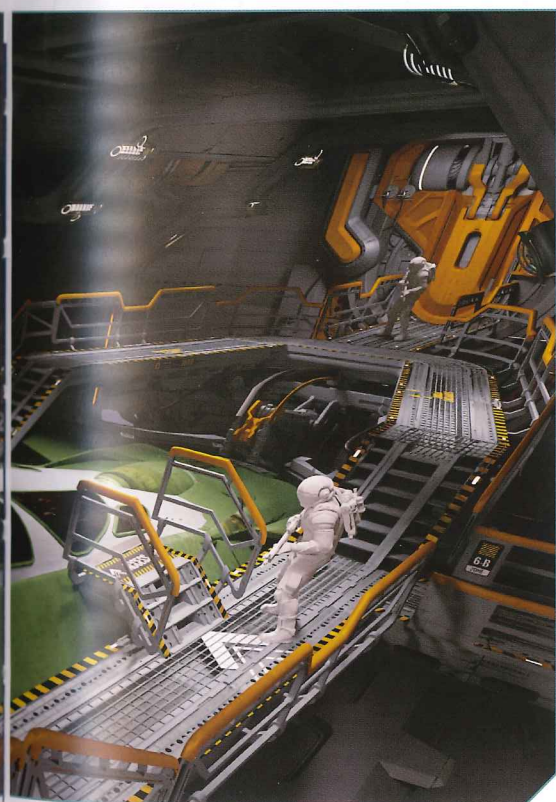


CORMORANT INTERIOR.



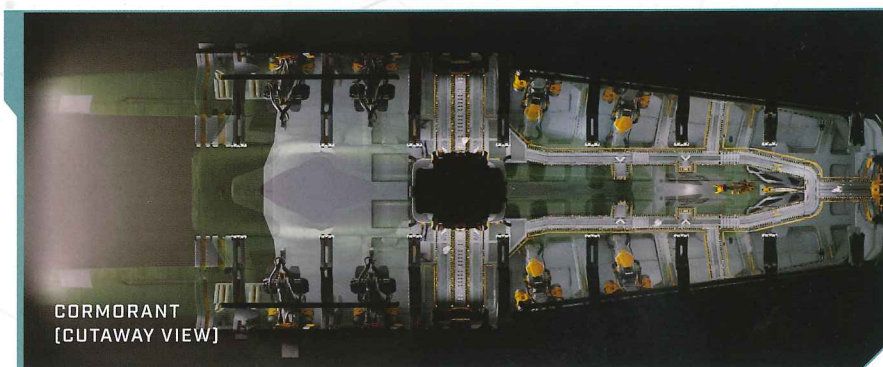


ROMAN LE FUR



The mothership's main sections have life support systems developed from arkships manufactured at the Lachesis asteroid in the Sol system, giving them a highly synthetic-biological component. The air conduits resemble thick plant stems, with a webbing of bioluminescent tubules on the outside. Wall grilles are gills that suck air in and out by palpitating—rather than by fans. Nutrient tubes wind down corridors, looping out from the central cluster of bioreactor chambers. Air in a Cormorant smells of decaying wood and toadstools.

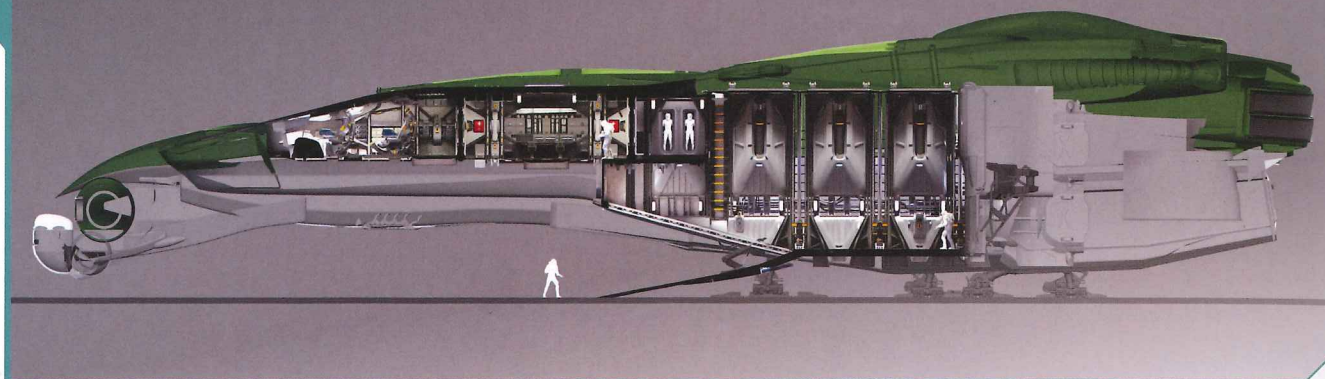
This primitive bioware gives Cormorants a limited but useful self-repair facility. Onboard vats are constantly growing replacement cells, which are then printed into the required components. No synthetic biology is used in the ancillary vehicles or the Osprey.



CORMORANT
[CUTAWAY VIEW]

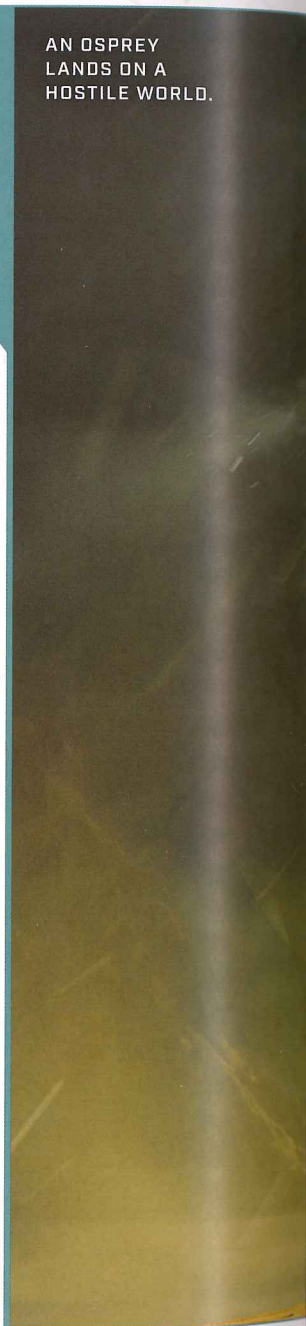
ATDHAWK

OSPREY
[CUTAWAY VIEW]

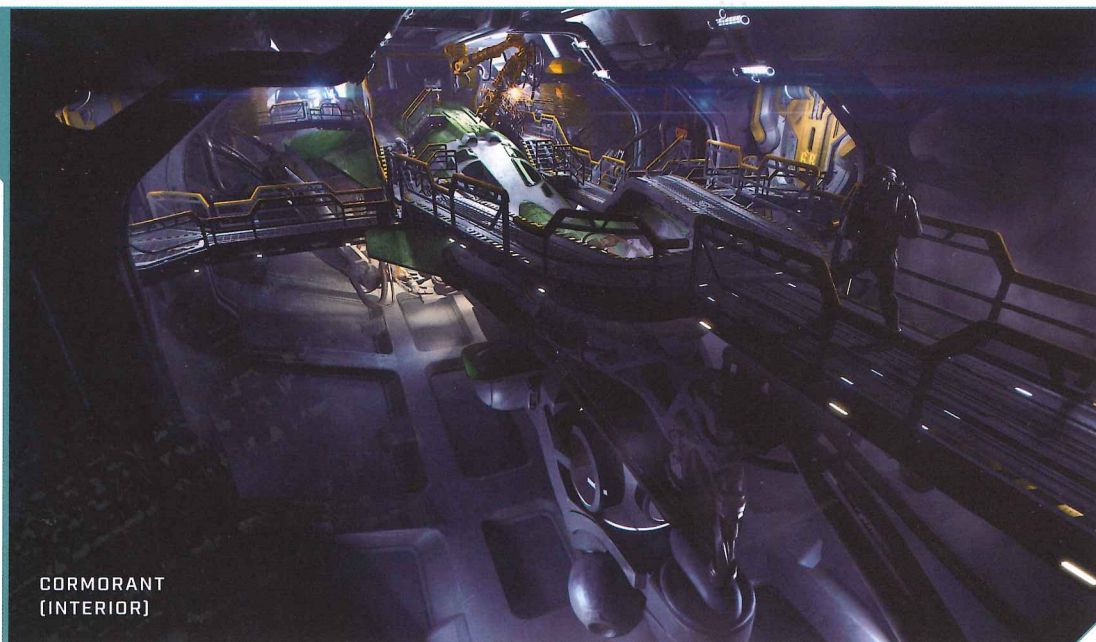


ATOMHAWK

AN OSPREY
LANDS ON A
HOSTILE WORLD.



CORMORANT
[INTERIOR]



ATOMHAWK

OSPREY DISEMBARKING
FROM A CORMORANT.



ATOMHAWK

Osprey

Excursion Dropship

Size: Length 90 feet, Width 35 feet, Height 18 feet

Cargo Capacity: 50 tons

Landing Capability: Yes

Crew: 2

Passengers: 6

Maximum Interplanetary Speed: 0.4 AU per day

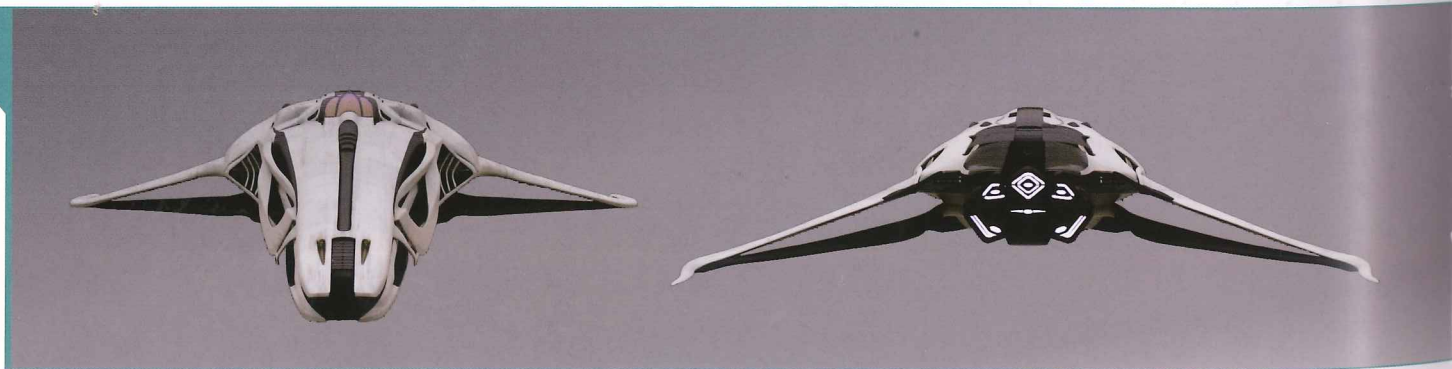
It is more likely that landing vessels, such as the Osprey, will be the targets of attack, either by planetary defenses or hostile ground forces. Thus, they are designed to be aerodynamic and tough.

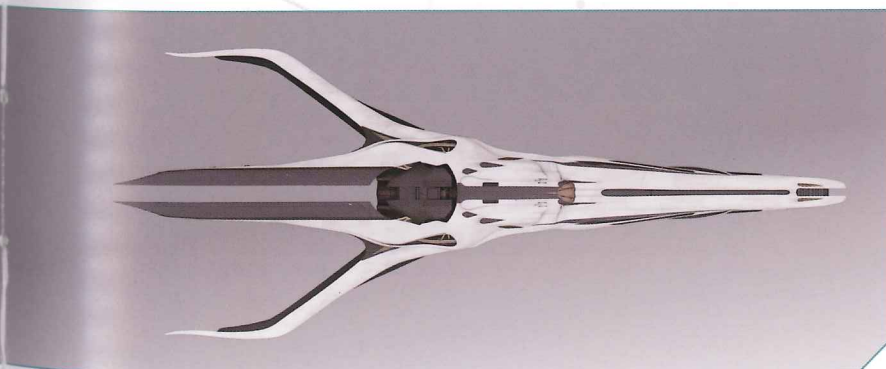
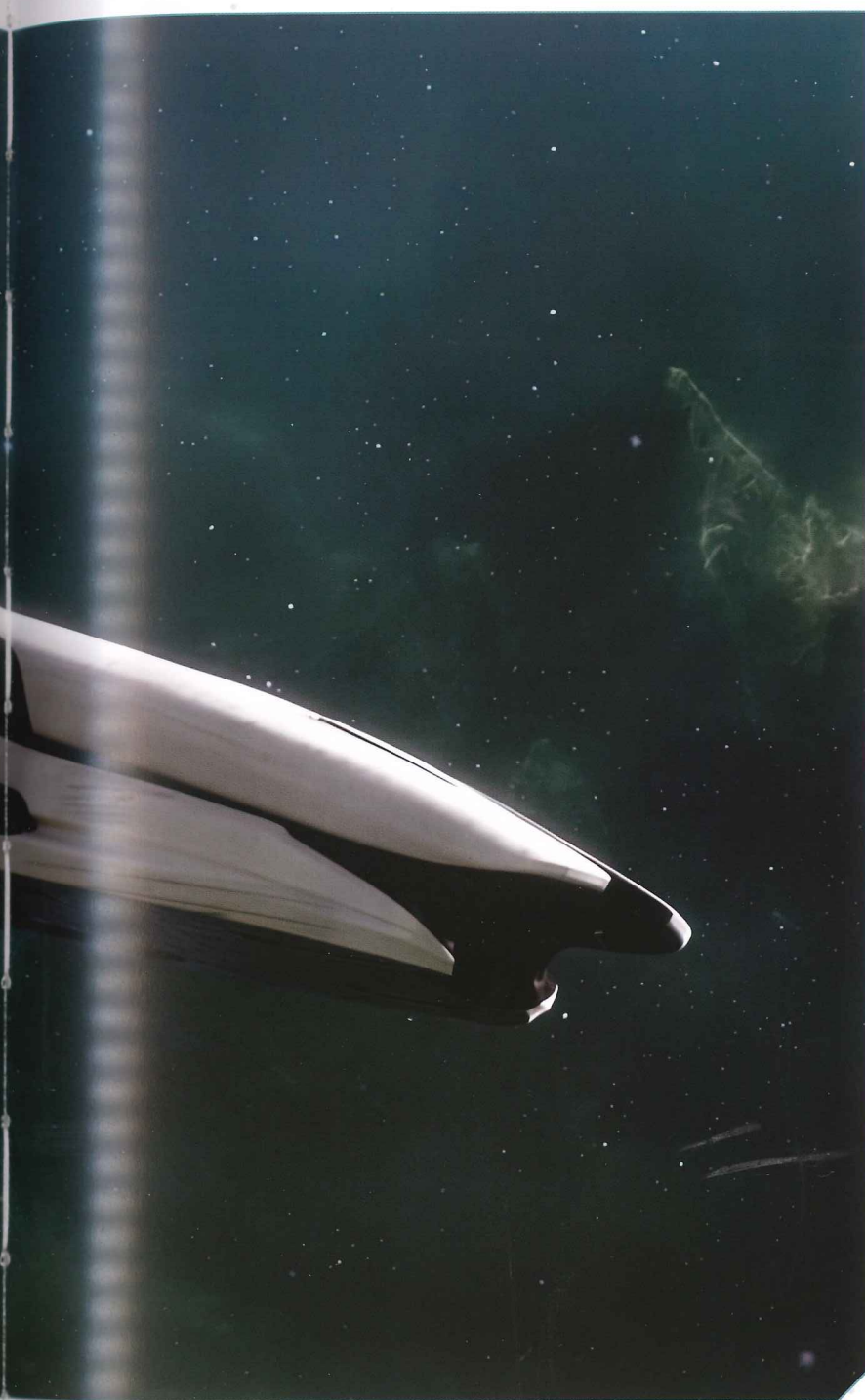
OSPREY COCKPIT

ATOMHAWK



RONAN LE FUR





Raven

Traveler Ship

Size: Length 110 feet, Width 45 feet, Height 25 feet

Cargo Capacity: As a spaceplane to low orbit (500km), 25 tons. This is reduced to 11 tons if interplanetary systems are added. Fully interstellar-capable Ravens have a cargo capacity of 3 tons.

Landing Capability: Yes

Crew: 2

Passengers (Spaceplane to Orbit): 5

Passengers (Interplanetary Flight): 2
(maximum range of flight is 2 AU)

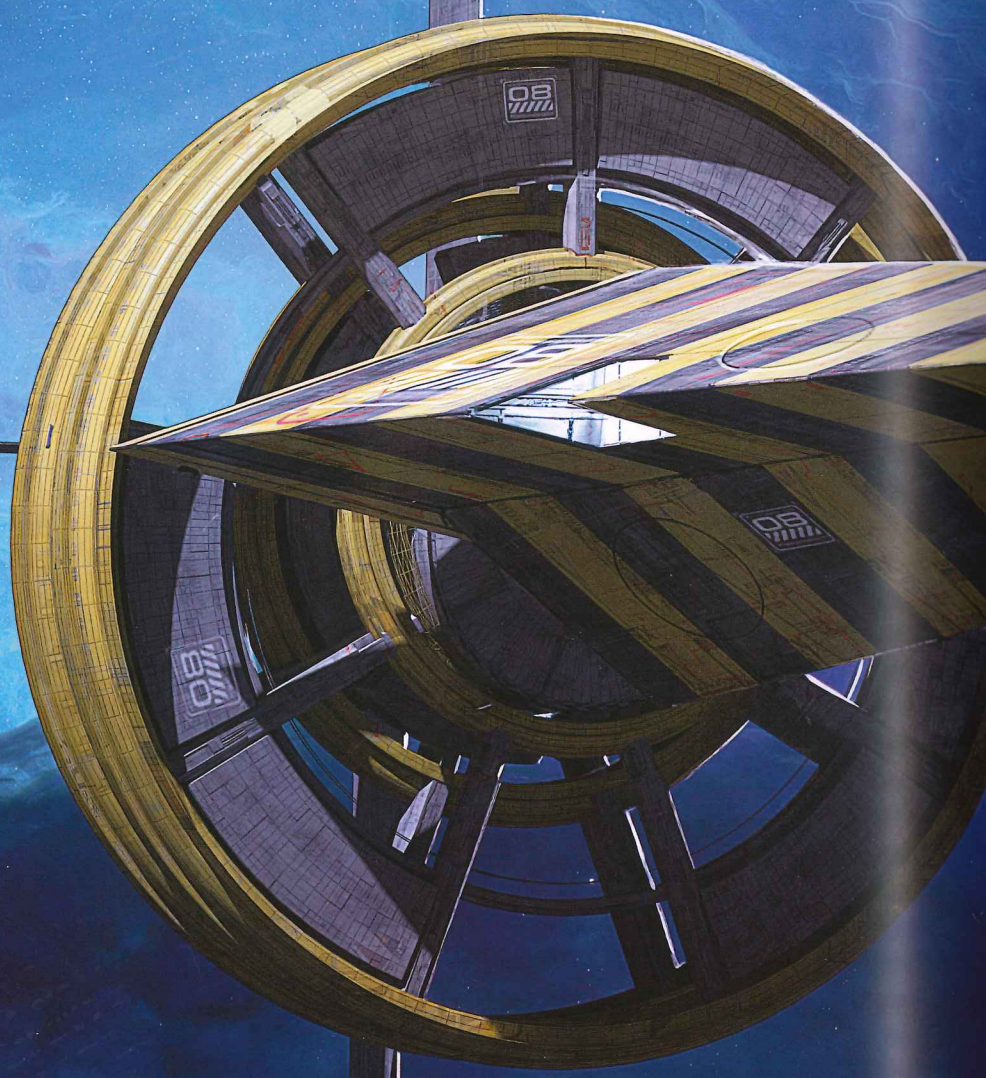
Passengers (Interstellar): 1

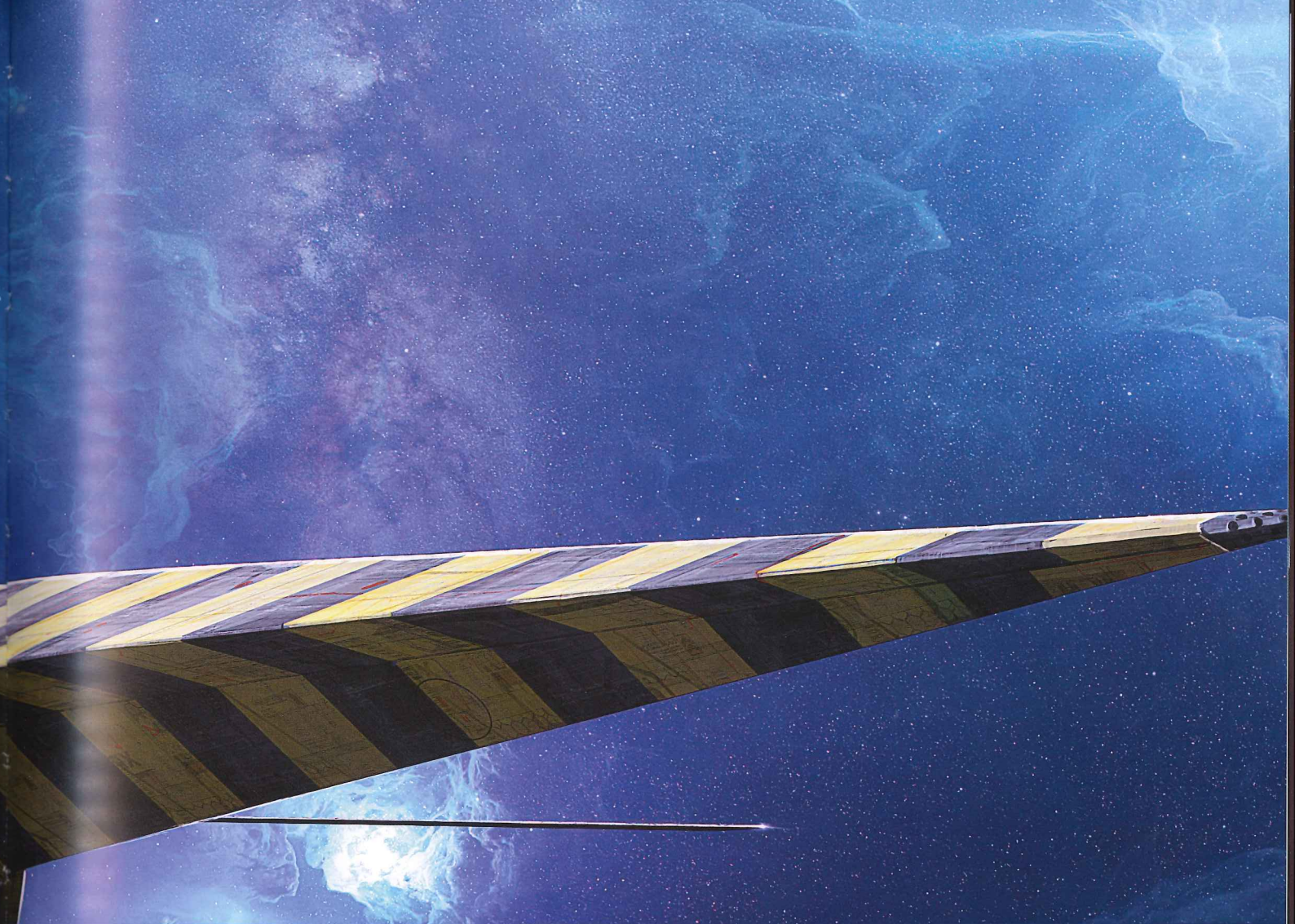
Shuttle Craft: 0

Maximum Interplanetary Speed:
2 AUs per day

Lightspeed Maximum: T5 (0.99999)

The Raven is a Traveler ship refurbished from the chassis of a spaceship built by a dead Celestial civilization. Highly customizable, salvaged Ravens are little more than basic fuselages of ultrabonded cerametal, making them extremely tough. Their sleek aerodynamic profile is instantly recognizable. Ravens were obviously intended as a medium-capacity spaceplane for Celestials. However, as space worthy Celestial craft, they are perfectly capable of deep space travel too. They are favored by Travelers at the beginning of their career in a Dynasty. Basic functionality comes from fitting out a fuselage with a fusion generator, electric fan engines, a small reaction drive, and life support. This makes them a simple spaceplane capable of reaching low orbit, a hypersonic military strike plane, or a scout. Upgrading them with an ion drive and reaction mass tanks allows Ravens to make interplanetary voyages, though with a reduced cargo capacity. Then all a prospective Traveler has to do is find a ZPZ generator, and they can fly interstellar missions along a Gate of Heaven pathway, carrying small amounts of high-value cargo. They aren't suitable for scavenger missions, though can manage frequent reconnaissance flights to potential Remnant Era sites.





ARKSHIPS

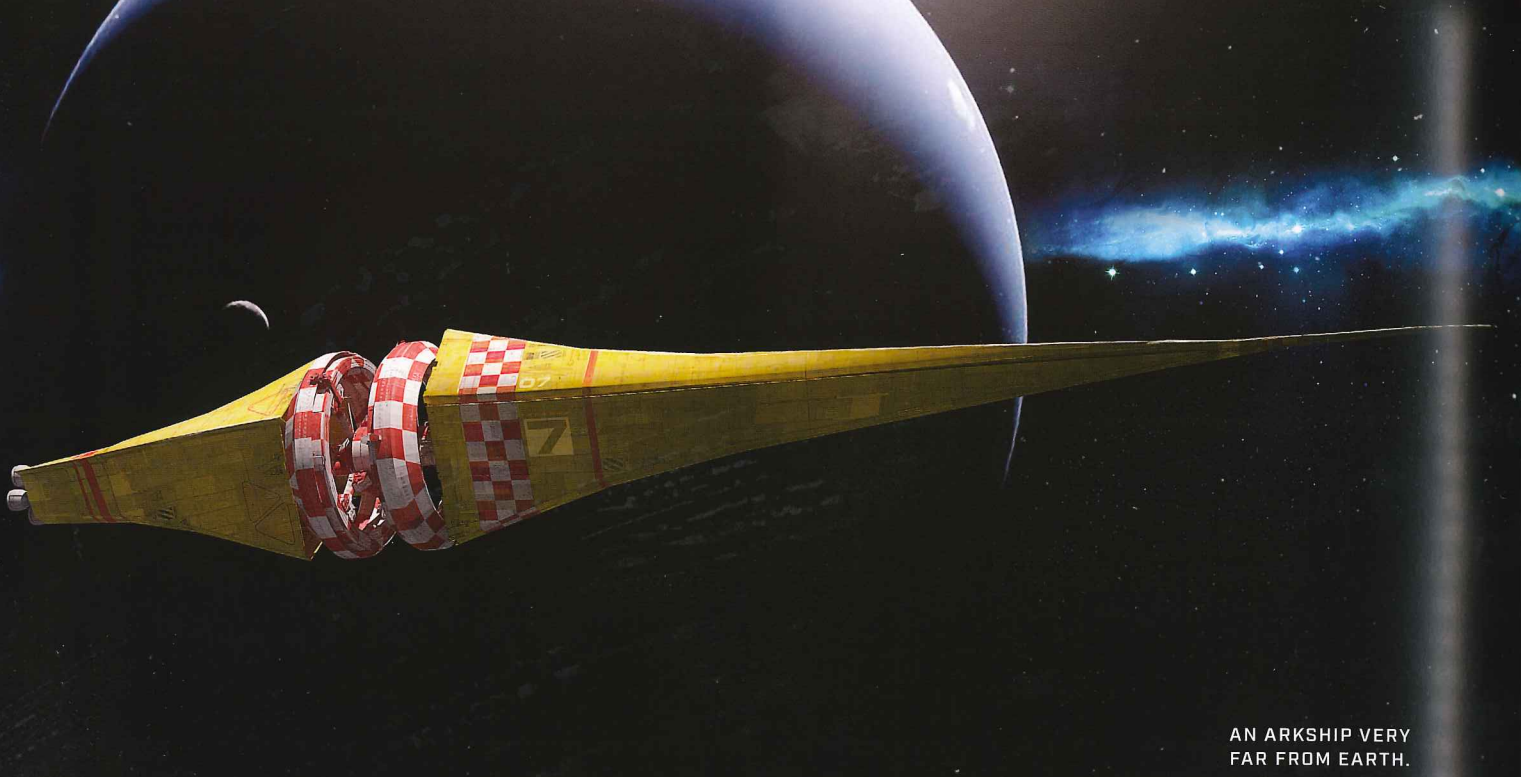
Arkships generally have a long spindle section containing engines, fuel tanks, fusion generators, heat radiator panels, and cargo bays. This spindle is surrounded by two rings, each over half a mile in diameter. One is the habitation ring and the second is for engineering and agriculture. Instead of a single toroid, both rings are comprised of fifteen connected spheres, over 600-feet in diameter. The spheres of the habitation ring are divided into two hemispherical sections, the upper hemisphere is a single open space with its own environment: tropical, temperate, arid, etc. The lower hemisphere is a standard deck arrangement, containing the living quarters, recreation facilities, and civic centers. The engineering and agriculture ring contains maintenance and fabrication modules along with extensive hydroponics, clone cell vats, and fish farms.

When the ship is coasting or in orbit, the two rings rotate in opposite directions to provide spin gravity

in the spheres. When the ship is under acceleration, the rings stop rotating and the spheres turn through ninety degrees, so the acceleration force replaces spin gravity.

The front end of the spindle has a buffer generator, which creates a huge plasma cloud to protect the ship from dust and micro-meteorite impact when traveling through interstellar space at relativistic velocity. The ship uses two propulsion systems: the entropy drive which accelerates it up to relativistic speed, over a long period; and a fusion drive which is used to travel between planets when in a star system.

There are numerous auxiliary ships and maintenance craft in hangars clustered along the spindle. The ship also carries freefall factory modules and asteroid mining stations, intended to build a planetary manufacturing base when it arrives at a new star system.



AN ARKSHIP VERY FAR FROM EARTH.

RONAN LE FUR

EQUIPMENT

Most arkships contain the following:

- A crew of several hundred adult humans, plus an equal number of children intended as the original crew's replacements, along with appropriate living and work spaces.
- A cargo of tens of thousands of "sleepers"—passengers whose functioning has been slowed to nearly a stop. (The language of cryonics—"frozen," "thawed," etc.—is used in reference to these passengers but the technology doesn't purely involve refrigeration.) A high percentage of these passengers die in transport due to the unreliability of the technology, and revivification is a week-long process followed by a month of physical therapy. Brain damage is almost universal—most revived sleepers have limited memory of their lives on Earth.



A SLEEPER ON HER WAY TO A NEW STAR SYSTEM.

BLUR STUDIO

- Biospheres containing a selection of Earth plants and animals, primarily oriented toward food and oxygen production with a limited selection of "heritage species". Most large animal species died rapidly on arkships, but not all.
- Digital records of Earth's art, history, literature, and a small selection of heritage artifacts.
- Heritage Seed Containers (see chapter 5 for details).

ARRIVAL IN THE CENTAURI CLUSTER

Arks that survive their journey and reach the Centauri Cluster tend to end their journeys in three ways:

- The ark finds an uninhabited planet suitable for colonization (often one previously occupied and terraformed by a Celestial civilization). In this case, the original plan for the ark is carried out—the ark is dismantled, a colony is established, the sleepers are revived, and the population grows and establishes itself over the course of generations.
- The ark is found by humans and brought to an existing colony world. Often, this results in the founding of a new settlement on that world, both for practical reasons (the ark itself presents a rare opportunity for expansion) and cultural ones (integration of an ark population with a different culture, different experiences, etc., can prove difficult), and tensions can exist between the settlements despite the boon in resources to both.
- The ark is found by Celestials. This can result in either of the first two cases (the Celestials may send the humans to an unoccupied planet or an already existing human one) or the ark may be brought to a Celestial world. “Friendly” Celestials may set up a human enclave, allowing the humans to operate with familiar technology and keeping them protected for their own good. Unfriendly Celestials may have more sinister motives.

ENTROPY DRIVES: ANCIENT EARTH TECHNOLOGY

The original arkships from Earth were powered by entropy drives, which were capable of sustaining one gee of reactionless thrust by utilizing the Woodward effect. These entropy drives could reach high fractions of lightspeed over very long distances. This allowed the arkships to travel 15,800 light-years in less than a single century of subjective time. For short distances, entropy drives are less impressive but still practical, allowing for transit times of about 0.5 light-years per year, with negligible time dilation.

This technology has a cost, however. Entropy drives damage spacetime by siphoning momentum from local dark energy fields. This interferes with the line extruder ships that build the pathways. Entropy drives were outlawed by the Elohim, presumably for this reason, and the Dominions now seek out newly-arrived arkships and dismantle them as soon as possible. Entropy drives were common up until the Crucible Era; consequently, there are “dark sectors” of the Cluster where the pathways can’t reach.

Entropy drives are rare for the simple reason that the pathways provide a far safer and more convenient mode of interstellar transport. Entropy drives are only used by vessels that chart routes to star systems that aren’t connected to the pathways—or those that must navigate sectors where the pathways can’t be constructed.

FAN GAO



CELESTIAL SHIPS

Celestial warships possess defenses and weaponry far beyond anything a Traveler might obtain. When faced with a Celestial threat in space, the best—and only—strategy for a Traveler is to make a run for the closest Gate of Heaven.

CROWN DOMINION FRIGATE

The Crown Frigate is among the most powerful starships ever produced by the Crown Dominion. Each Dominion's Royal House has their own navy, consisting of hundreds of these frigates, accompanied by numerous destroyers, cruisers, and planetary assault carriers.

A Crown Frigate uses fusion-ion drives for standard acceleration (one gee); with matter/antimatter annihilation for high acceleration (typically upwards of fifteen gees), and as a power source for its beam weapons and railguns. One of the most effective weapon systems of the Crown navies is the MAPL (matter annihilation pumped laser). It is a solid-state X-ray barrel that is energized by a pulse of energy from the frigate's annihilation chamber. These incandescent pulses are discharged from the chamber to flow around the hull along a lattice of magnetic guide channels, with as many as five pulses hitting a MAPL barrel simultaneously. The barrel is obliterated by the colossal energy strike, but for a few nanoseconds it remains intact, and the energy powers x-ray generation within its structure. MAPL barrels are mounted all over the Frigate's hull, using a machine gun type feed mechanism to eject the glowing charcoal of the depleted barrel into space and replace it with a fresh one. These weapons can project devastating x-ray beams for thousands of miles.

A frigate protects itself by inflating dozens of hemispherical ICB (ion cloud buffer) shields around the hull like a solar flare bubble. These shields break apart any incoming missiles and absorb a high percentage of the energy from a beam strike. They can be overloaded, but not by conventional Traveler weapons. The only hope for a Traveler is to score a one in a million shot when the frigate lowers one of its ICBs for ten milliseconds to fire a MAPL through the gap.







CHAPTER 9

TRAVELER DYNASTIES

•••••

Your Dynasty gives you a voice on the worlds you cherish
and maintains your influence while you travel the stars.

adventures, both within your home system and when you depart on Exodus. This chapter contains detailed descriptions of several Dynasties that might be encountered or used as examples to create custom Dynasties.

Star System: Malakbel

A talented mercenary named Orion Aslan founded his own mercantile starship venture soon after Traveler starships from other star systems began to arrive at Lidon, a large moon orbiting a gas giant named Galarus.

At first Orion's aim was to grow a commercial Dynasty the same as other human societies in the Centauri Cluster. In this he was successful, making several interstellar trips to acquire new technologies. The Dynasty's wealth grew with each voyage, allowing them to acquire more ships, and expand their political influence.

Orion Aslan centers his operations in the city of Lyonesse. To the citizens of his city, and largely to all of Lidon, he is seen as powerful and influential.

Era 2 (~30 years old). At this time, it becomes clear that Lidon's terraformed biosphere is in decline, and unable to sustain future generations. Orion founds the Aslan Dynasty with a focus towards finding solutions to Lidon's ecological problems and searching out Celestial technology which might help to do so. During these years, Orion's close friend and fellow Traveler is assassinated by a rival Dynasty seeking to establish themselves on Lidon, forcing Orion to respond. He destroys his rivals, severely weakening their powerbase, and strengthening his own.

Era 3 (~45 years old). Orion learns that the situation on Lidon is even more desperate than he earlier imagined. He starts to look for more ambitious—and dangerous—solutions. “The stars answer us,” became not just his motto but his guiding political principal. As a result, he undertakes longer and longer Exoduses from Lidon.



DYNASTY ENEMIES

The primary opposition to Orion comes from Traveler Dynasties from other systems. On Lidon itself, Orion's power is largely uncontested aside from operatives from various minor factions that grow concerned with Orion's ever-strengthening grip over the world.

DYNASTY BENEFITS

The Aslan Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters in Lyonesse, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. Characters now have access to a Cormorant and its shuttle craft, an Osprey (see chapter 8). Travelers using this ship on a mission must tithe the Aslan Dynasty 5 percent of the value of all valuables they recover. If they don't, they can't borrow the ship on future missions.

At Level 4. Characters can select one of the following Remnants to own: *Ascetic Clamp*, *Bloody Lisa*, or *Grey Widower*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive a suit of *Bug Plate* and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.

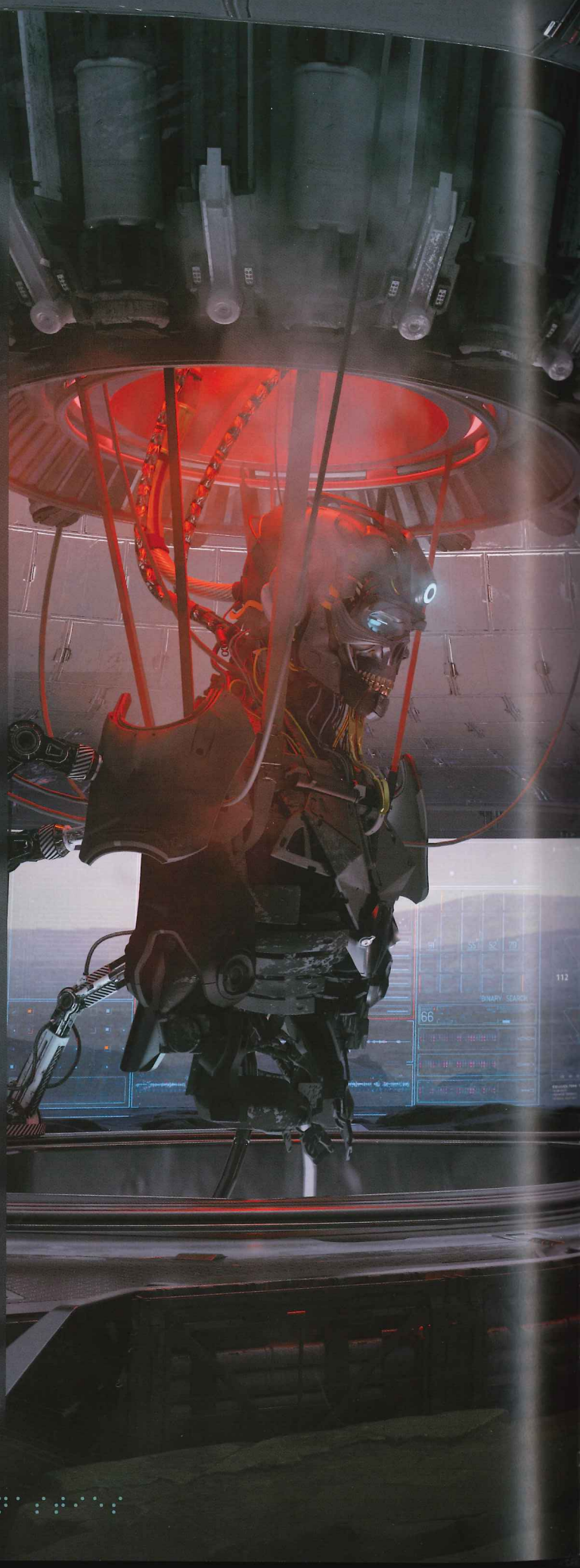
Formed in Redrock city, Palaysia, during a war between three crime syndicates; the victorious Daniskul family found they'd inherited a share of Sofrino, a starship, through a finance by their now dead opponents. Rather complicated trade missions, the Daniskul (y) sent the Sofrino on missions to landing expeditions on the surface to ns.

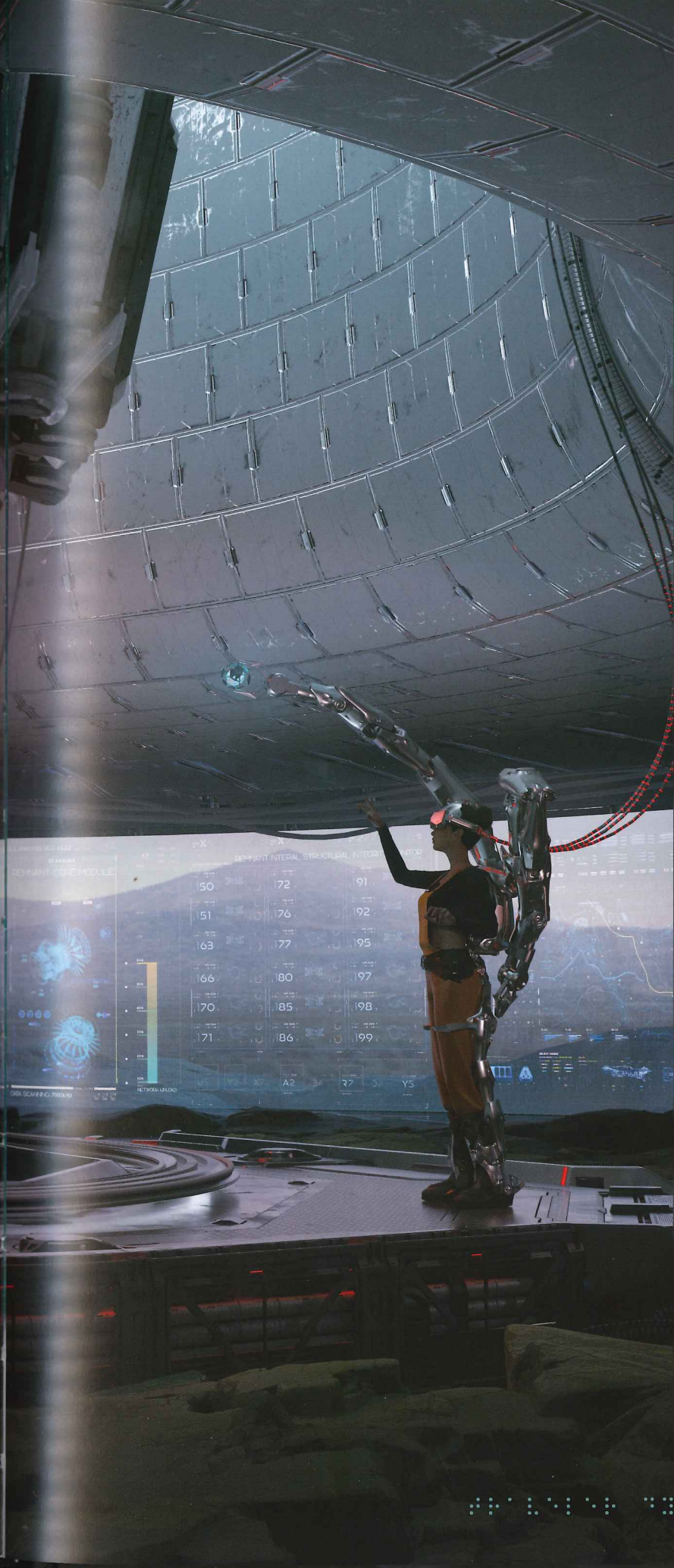
Dealing in Remnant weapons proved very profitable, allowing the Daniskul to buy more starships that continue to plunder Remnant worlds, using the motto: “Strength and Fury”. They are now the major arms suppliers in Palaysia’s area of the Cluster, attracting Travelers from over twenty light-years away who have weapon supply contracts with crime gangs and political groups. Even Dominion archons have been rumored to use the Daniskul to acquire (non-attributable) items for their own agents.

Outside their Dynasty, little is known about the Daniskul leadership, other than that their leader is called the Avtoritet. This appears to be a title given to the current Dynasty leader, but it is unclear whether this is the same person that founded the Dynasty or if the leadership has shifted between one or more Travelers.

The current Avtoritet is quick to leap towards new ventures, especially those that they know make the best use of the Daniskul's strengths: hit hard, fast, and first.

Current Era (~40 years old). Under guidance from the current Avtoritet, the Daniskul have recently expanded their business into supplying Silicate mercenary troops to customers. In doing so they have become a major political problem on Palaysia; it is commonly known that they abduct local adolescents from the poorest districts and force them to bond with Silicate eggs before selling them on.





DYNASTY ENEMIES

With their recent expansion into creating Silicate soldiers, the Daniskul are under intense scrutiny from Palaysia's law enforcement agencies. However, none of Palaysia's human regional governments have the power to stop them, at least not at present or without assistance.

Palaysia is also the home system of Vorob, a Single Individual Celestial Dominion, who simply doesn't care what humans do as long as their activities don't interfere with its band of massive star-orbiting stations (purpose unknown). The Daniskul Dynasty is careful not to provoke Vorob, for drawing its attention might seriously undermine their operation.

DYNASTY BENEFITS

The Daniskul Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters in Redrock City, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. The Sofrino has been replaced by newer vessels and isn't used on as many missions as it once was. However, it is available for characters to borrow on their missions. The Sofrino is a Bahamut class vessel (see chapter 8). Travelers using this ship on a mission must tithe the Daniskul Dynasty 8 percent of the value of all valuables they recover. If they don't, they can't borrow the ship on future missions.

At Level 4. Characters can select one of the following Remnants to own: *Bloody Lisa*, *Deconstructor*, or *Warp Field Generator*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive an *Escort (Kingmaker)* suit and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.

ENFOE DYNASTY



Relevant Timeline: ~42,350 AD

Star System: Kelowan

This dynasty is based in the city of Santa Rosa, on Gondiar, a human settled super-Earth world in the Kelowan system, under direct control of the Imperial Celestial Empress. Uzoma Enfoe founded it over four hundred years ago, after flying several interstellar missions with the Jarota Dynasty. He chose the motto, "Pathfinders" for his Dynasty as he was determined to expand the operations of his ships beyond the nearby star systems, as favored by existing Kelowan-based Travelers, who he regarded as too timid.

LEADERSHIP

Uzoma helms one of the wealthiest Dynasties. While quick to act when needed, he prefers to contemplate various solutions to any given problem and selects those solutions that adequately balance risk versus reward.

Uzoma

At heart, Uzoma is an explorer and he lives for finding new star systems, discovering worlds, and recovering the forgotten.

Era 1 (~30 years old). Under Uzoma's leadership the Dynasty has grown into the wealthiest Dynasty on the planet and controls dozens of starships.

Era 2 (~60 years old). Thanks to the long-distance flights he undertakes, Uzoma is still alive to run his Dynasty. In recent decades members of his extensive family have started to sympathize with the Human Sovereignty movement, which wants to establish a human society on a planet free from the Celestial Dominions. With Uzoma firmly opposed to any kind of insurrection against the Crown Dominion, the Dynasty's efforts are focused on finding an Eden world that has not yet been settled. Consequently, their original "Pathfinders" motto has taken on a new meaning. With millions of Centauri Cluster star systems still without Elohim pathways, Uzoma believes there must be many Eden worlds that have never been visited and settled. All the Enfoe starships are fitted with sophisticated astronomical sensor arrays, which they use to study isolated star systems as they fly on their regular trading missions, in the hopes of finding such a world.





DYNASTY ENEMIES

The Ukwi and Enfoe Dynasties compete for some of the same territory and have come into conflict with one another in the past.

DYNASTY BENEFITS

The Enfoe Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters on Gondiar, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. Characters now have access to either a Raven or Bahamut spaceship (their choice, see chapter 8). Travelers using the Raven on a mission must tithe the Enfoe Dynasty 5 percent of the value of all valuables they recover, those using the Bahamut must tithe 8 percent. If they don't, they can't borrow the ship on future missions.

At Level 4. Characters can select one of the following Remnants to own: *Ballkind (suit)*, *Merciless Oath*, or *Ocular Wasp*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive a suit of *Retainer Armor* and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.

SCHLIP DYNASTY



Relevant Timeline: ~41,000 AD

Star System: Jatoal

This diverse clan-like Dynasty operates right at the center of the Centauri Cluster. It is considered to be the largest and richest human Dynasty, with a structure resembling an old-Earth corporation that's grown out of innumerable mergers. The Schlip starships are based in the Jatoal system, a location which makes the Schlip Dynasty's trading procedure unique. Jatoal has a Gate of Heaven for the first pathway of an Axis Route out of Trebah. As the core of the Centauri Cluster, and the junction of the Axis Route pathways, Trebah has the largest volume of starship traffic in the Centauri Cluster.

Schlip Dynasty starships don't travel to other Dominions looking for cargo, nor do they send risky expeditions down to explore Remnant worlds. Instead, they simply fly in a circuit between the six Gates of Heaven (the Axis Routes) in the Trebah system, serving as trading exchanges for any merchant starship that is interested. It normally takes six months to fill their holds with enough cargo to make a fortune back on Jatoal. The downside of this process is the twenty light-year length of the Axis Route pathway between Trebah and Jatoal. Every trading flight takes forty years of planet time, in addition to the time spent in the Trebah system, which gives rise to the Schlip motto: "Trading the Future".

LEADERSHIP

At convocations the Schlip Dynasty's core members—referred to colloquially as the "Board of Directors"—elect a new Dynasty leader. No leader may serve more than one term consecutively, but several have been elected multiple times, allowing for changes in leadership, but under experienced candidates.

Becca Krevors

Krevors has been the Schlip Dynasty leader three times and is known for an avid interest in hauling as diverse and profitable a range of cargo as possible. This has, over the years, put her into contact with cutting edge technology that others might have deemed too risky.

Era 1 (~30 years old). Becca Krevors' first chance at the helm comes at a time of rapid expansion as she seeks out trading contracts with a variety of rising powers in the biotechnological sciences.

Era 2 (~50 years old). Krevors second leadership stint arises after a dangerous expansion under her predecessor which left the Dynasty vulnerable. She demonstrates she can be conservative when needed and nurtures the Dynasty through this unstable period.

Era 3 (~80 years old). This time Krevors has inherited a thriving Dynasty and she works to expand its capabilities and prepare it for possible future elevation.



DYNASTY ENEMIES

The Schlip Dynasty provides a measurable benefit to other Dynasties and the worlds they represent, so they have few actual enemies. While specific vessels laden with valuable cargo are occasionally raided, retaliation is always swift and decisive—the Dynasty's trading procedure benefits so many that they always have many allies ready to step up and help when needed.

However, given their prosperity and access to advanced technology, the Schlip Dynasty members are rumored to have begun a program of genetically inserting improvements into their embryos. At their current rate of development, some theorize they may elevate themselves to Celestial status within the next two thousand years. This might pose a threat to nearby Celestial Dominions.

DYNASTY BENEFITS

The Schlip Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. Characters now have access to a Bahamut (see chapter 8). Travelers using this ship on a mission must tithe the Schlip Dynasty 5 percent of the value of all valuables they recover. If they don't, they can't borrow the ship on future missions.

At Level 4. Characters can select one of the following Remnants to own: *Ghost Gloves*, *Livestone Trebuchet*, or *Surgeon's Mate*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive a suit of *Ballkind* or *Flotight* (their choice) and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.

TRENT DYNASTY



Relevant Timeline: ~42,000 AD

Star System: Hylase

Born and based in the Hylase star system on the world of Melayu, under the auspices of the Combine Dominion, Maxine Trent is the matriarch and founder of the Trent Dynasty.

LEADERSHIP

The Trent Dynasty has seen several leaders rise and fall already, its efforts to emerge as a contender complicated by a war between Celestials that ravaged Melayu but has finally ended. With a time of relative peace ahead, the Dynasty is poised to build upon its earlier successes.

Maxine Trent

Maxine is an explorer at heart, and her adventurous spirit led her to create a Dynasty that adheres to a creed of cosmic exploration and discovery. She embodies the motto, "Through the Stars, We Find Ourselves."

Era 1 (~70 years old). In contrast to the conservative approach of some other Dynasties, the Trent Dynasty's ships frequently venture far into the Poseidon Nebula. They explore Remnant worlds, bringing back knowledge and resources.

Sigla Trent

Maxine lived a full life, brimming with cosmic adventures. Her passing, however, did not halt the exploratory zeal she had instilled in her lineage. The mantle of leadership eventually passed to Sigla Trent.

Era 2 (~40 years old). The Dynasty has grown significantly and the number of starships in its fleet has multiplied tenfold. Though the Ascendancy-Combine war slowed progress, and forced the Dynasty's leader during that time, Sigla, to focus more on managing domestic conflict, the Trent Dynasty persevered.

Erica Trent

Erica Trent inherited the Dynasty from her aunt, Sigla.

Era 3 (~40 years old). Like her aunt, Erica is chancellor of a powerful Melayu University. She is keenly curious about Celestial technology and how human minds and bodies might meld with Remnant technology. As they approach their second century, the Trent Dynasty continues to adhere to Maxine's visionary ideals, exploring the cosmos with a spirit of unity and understanding, forever pushing the boundaries of known space in a quest for knowledge and enlightenment.



DYNASTY ENEMIES

Over the years, the Dynasty has fostered strong diplomatic ties, notably with the Enfoe Dynasty, which shares their deep-seated exploratory ambitions. This strategic alliance has further strengthened the Trent Dynasty's influence and standing among other Travelers. At present they have no enemies among the major Traveler Dynasties, though that may change as they grow in power.

However, under Erica's leadership, on Melayu, a growing number of rivals have risen, expressing concern over her obsession with Celestial technology. They believe her research into Remnants may unleash dangerous consequences, well outweighing any benefits they bring to Melayu.

DYNASTY BENEFITS

The Trent Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. Characters now have access to a Raven spaceship (see chapter 8). Travelers using this ship on a mission don't need to tithe the Trent Dynasty for its use, but if a Remnant is recovered, the Dynasty leader has the right to claim it—paying the Travelers a fair price for it. If Travelers refuse this condition, they can't borrow the ship on future missions.

At Level 4. Characters can select one of the following Remnants to own: *Ghost Familiar* or *Surgeon's Mate*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive the *Workhorse* and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.

UKWI DYNASTY



Relevant Timeline: ~41,500 AD

Star System: Wynid

This dynasty operates from Puerto Conoma city on Okehoo, an industrial planet in the Wynid system, under control of the Queen of Wynid. Jolis Ukwi, an uranic human disowned by his family, founded the Dynasty. His ability allowed him to incorporate Celestial bioware networks in his ships, providing him a direct and very efficient interface with onboard systems—bioware is also cheaper than its equivalent hardware. His commercial operating motto of “Outward in Harmony” is derived from this advantage.

Some of his descendants have inherited the neural interface trait, enabling the Dynasty’s new ships to make use of bioware technology to a high level, which is uncommon in other human Traveler ships.

LEADERSHIP

Like most Dynasties that have sprung up in the Crown Stars Dominion, the Ukwi ships don’t travel far from the core stars. This makes them capable traders rather than dynamic merchanters.

Jolis Ukwi

Jolis plays to his strengths, relying on his uranic heritage while he builds his Dynasty.

Era 1 (~ 20 years old). During the early years of the Dynasty, Jolis keeps his ships and crews safe by plying the trade routes within the core stars, though occasionally he approves a venture further afield.

Era 2 (~40 years old). Younger captains have begun to venture further into the Cluster, driven by a rising appetite for materialistic reward and a not inconsiderable resentment of the success enjoyed by Enfoe ships. Some have visited Remnant worlds, searching for weapons technology—an extremely risky venture. The penalty for importing Remnant arms into the Crown Stars Dominion is extreme.

Allus Ukwi

A promising Traveler in her early years, Allus’s neural interface trait was late to develop. But during a harrowing ordeal, of which she seldom speaks, her cargo ship was captured. With her life hanging in the balance, Allus’s innate capabilities emerged, allowing her to escape, rescue her ship, and capture the enemy vessel. The salvage from that allowed her to retrofit her starship with new and unusual bioware technology.

Era 3 (~25 years old). Allus inherited the leadership of the Ukwi Dynasty as her father, Jolis, took on more of a background and advisory role. She’s keen to venture further away from the core, beginning to realize that without some measure of risk, her talents—and those of her Dynasty—may never truly be realized.



DYNASTY ENEMIES

The Ukwi and Enfoe Dynasties compete for some of the same territory and have come into conflict with one another in the past.

DYNASTY BENEFITS

The Ukwi Dynasty, like all Dynasties, provides characters with opportunities to purchase weapons, Aegis suits, and other equipment (as described in chapter 5). Additionally, upon reaching certain Constellation Levels and returning to Dynasty headquarters, characters are invited to select Dynasty Relics to add to their personal arsenals:

At Level 2. Characters now have access to a Cormorant and its shuttle craft, an Osprey (see chapter 8). Travelers using this ship on a mission must tithe the Ukwi Dynasty 3 percent of the value of all treasure they recover. If they don't, they can't borrow the ship on future missions.

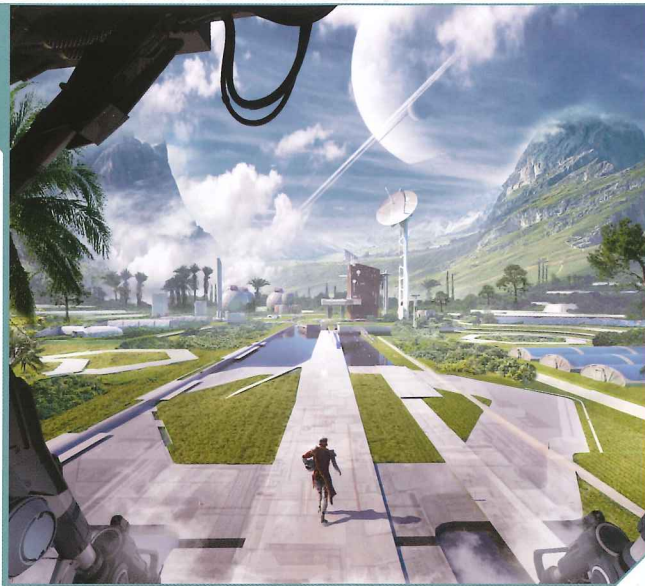
At Level 4. Characters can select one of the following Remnants to own: *Maestro's Tattoo*, *Shadow Pack*, or the *Saint of the Ordinance*. See chapter 6 of the *Exodus Encyclopedia* for details.

At Level 8. The characters receive a suit of *Consumption Armor* and can select another level 4 item, excluding the one they selected previously. See chapter 6 of the *Exodus Encyclopedia* for details.



ANCHORS IN TIME

DANIEL NOCCHI



WHILE ALL TRAVELERS YEARN TO JOURNEY

between the stars on wondrous space voyages where they experience things few other humans have, there is also a purpose to their trips. Travelers elevate all of humankind. To each individual Traveler this is best represented by improving the lives of the people on their origin world.

Returning home after an Exodus is encouraged by the Travelers. It is where you have friends, family, and a connection to other humans. Beyond the social importance, you are also familiar with your world and well equipped to solve problems that occur in your home system or close by.

Traveling between star systems takes years of real time and thus when you return to your world you will find that while only days or months have passed for you, years or decades have passed for the people you left behind. This sacrifice allows human civilization to survive and thrive in a Cluster hostile to human expansion and hopefully mitigate the dangers a new civilization in the Cluster faces.

Internal problems within the world's societal structures or external threats such as environmental hazards or hostile neighbors can cause a civilization to collapse. Travelers go on Exodus to find the technological tools their home civilization requires to deal with the external threats, but the addition of these new technologies also often exacerbates internal problems! This is why Travelers need a strong Dynasty anchored to their homeworld. There must be a powerful political force that helps civilization deal with internal issues and wisely use any discovered technology to the betterment of the world.

Therefore, discovering Remnants and deciding what to do with them is the most important activity you, as a Traveler, undertakes.

CHOICES

During their adventures, Travelers seek out Remnant relics and Remnant artifacts, often recovering them from exceptionally dangerous places. A Traveler then must choose how they wish to use these powerful Remnants:

- Keep as a useful tool or dangerous weapon?
- Sell for an astronomical sum?
- Dissect to extract powerful technology?

This last choice can lead to unimaginable technologies that transform a civilization but after the Remnant is dissected for study, it is no longer useable, or sellable.

DISSECTING REMNANTS

If you chose to go down this path, then you make an ability check with one of the following skills to extract the underlying technologies of the Remnant: Astronautics, Electronics, Genetics, Mechanics, or Medicine. You choose one skill only to use; however, if you roll high enough, then you (or another character), might be allowed to use an additional check to extract more value from the Remnant before it becomes unusable.

Each skill can be used only once on each Remnant studied. Make an ability check using the desired skill and consult the Remnant Dissection table.

REMNANT DISSECTION >>>>

CHECK RESULT	OUTCOME
7 or less	The Remnant is unusable and you can't extract any technology from it.
8–14	You decipher one of the technologies hidden within the Remnant that correspond with the skill you used. The Remnant is rendered unusable.
15–19	You decipher all the technologies that correspond with the skill hidden within the Remnant. If there aren't any technologies associated with that skill, then you (or another character you designate) can choose to use another skill and try again.
20–24	You decipher all the technologies that correspond with the skill you used hidden within the Remnant. You (or another character you designate) can then make another check with a different skill to learn even more.
25+	You decipher all the technologies that correspond with the skill hidden within the Remnant. You (or another character you designate) can then use all remaining skills, without penalty, though each subsequent check must have a result of 8 or higher, otherwise the Remnant becomes unusable.

Example: Discovering Technology

After you find a Remnant known as a *Glorious Fabricator* in your travels, you must decide whether to keep the Remnant to use, sell it, or break it apart using various skills in the hopes of unlocking civilization-changing new technology. You settle on the last option:

Genetics. You make an Intelligence (Genetics) check, and your modified roll is 22. The Game Master consults the Remnant description and notes that there



A GREAT RESPONSIBILITY

According to most Traveler Dynasty laws, the Traveler who found the Remnant makes decisions regarding its use and decides which, if any, of the deciphered technologies are shared with their homeworld. This Traveler also makes any follow-up checks as described in the "Departure: Remnant Technology" section later in this chapter.

10 01

are indeed two technologies associated with Genetics: Livestone (Basic) and Livestone (Advanced). Because your result is over 20, you unlock both technologies.

Electronics. You can also use another skill to extract a different technology. This time you try to use Intelligence (Electronics) and roll 17. Unfortunately, this Remnant contains no technology associated with Electronics, but you rolled high enough to allow another attempt.

Mechanics. You make a Wisdom (Mechanics) check and roll 11. You unlock the technology associated with Mechanics: Celestial Weaponry: Guns. But the Remnant is now no longer usable.

You decide to use the two Livestone technologies to transform the construction industry of your homeworld as described in chapter 7 of the *Exodus Encyclopedia* while the new Celestial Weaponry: Guns technology allows you and other Travelers to purchase weapons from the Celestial Guns table in chapter 6 of this book.



ATOMHAWK

CONSEQUENCES

Your origin world changes while you are on Exodus. Technological and social upheavals may elevate (or cast down) your world, or, on a smaller—but no less important scale—your relationship with your anchor might see significant strain, or it might prove itself stronger than time.

DEPARTURE: REMNANT TECHNOLOGY

After you embark on your next Exodus, it is likely that you will see the results of technologies you shared with your civilization upon your return. You influence how effective these technologies are integrated into your civilization by making an Intelligence (Culture) and an Intelligence (History) check prior to departure. Make a check for each, select the highest result, and consult the Tech Progress table.

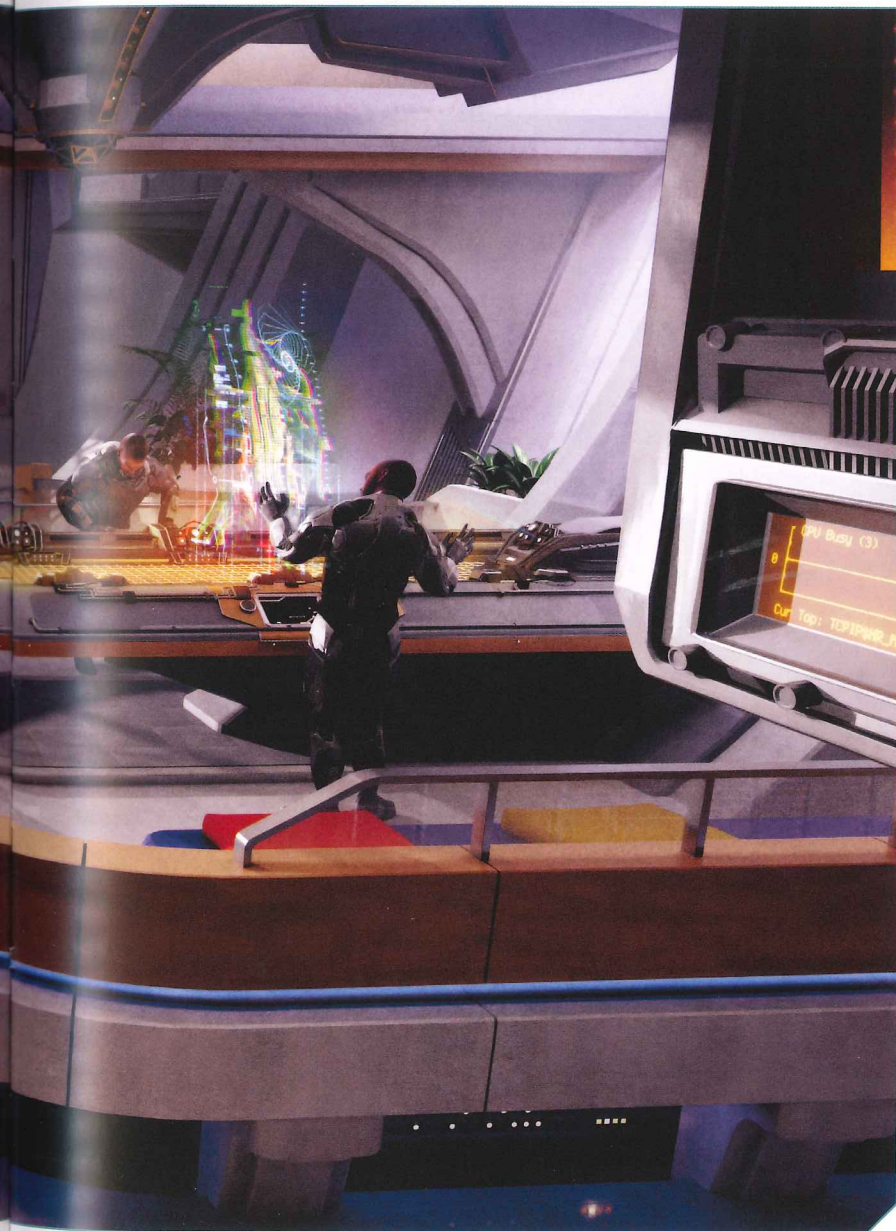
TECH PROGRESS >>>>

CHECK RESULT	OUTCOME
9 or less	There's no progress towards advancing this technology.
10–14	The technology has its early-stage impact, but its early-stage danger also occurs.
15–19	The technology has its early-stage impact with no negative consequences.
20–24	The technology has its early and late-stage impact, but its early-stage danger is triggered. You can choose to avert the danger by not benefiting from the late-stage impact.
25+	The technology has its early and late-stage impact

UNEXPECTED RESULTS

Sometimes the result of the roll swings results drastically one way or another. If you roll a 1, regardless of your check result, the technology has its early and late-stage impact but also suffers an unfortunate side effect and inadvertently begins your world down the road towards a Great Filter event (determined by your Game Master). Your entire Dynasty's efforts will be focused on averting this catastrophe. Both the early-stage and late-stage dangers for this technology are also triggered.

On the other hand, if you roll a 20, the technology has its early and late-stage impact and leads to another technology being discovered (determined by your Game Master).



TECHNOLOGY

All the details that the Game Master needs to know about various technologies, including the early and late-stage impacts and dangers, can be found in chapter 7 of the Exodus Encyclopedia.

When you return from Exodus, your Game Master tells you the consequences of any technology that has been shared.

DEPARTURE: LUCKY EXODUS

You can roll once on the Lucky Exodus table each time you leave on Exodus. This table represents your efforts at checking in with contacts, spending time with your anchor, and any other down-time activity in-between Exoduses. The benefit rolled, if an item or currency, arrives a few hours before departure. If paired with an anchor, this becomes an opportunity for a dramatic goodbye moment between you and them.

LUCKY EXODUS >>>>

1ST D6	PATTERN (4D6)			BENEFIT
2ND D6	3RD D6	4TH D6		
*	*	*	6	You receive nothing this time, but you've earned +2 additional Lucky Exodus rolls the next time you depart on an Exodus after you return from this journey
*	*	*	3	+25 IC
*	*	1/2/3	1	+100 IC
*	*	4/5/6	6	30 rounds of ammunition from the "Special Ammunition" section (your choice)
*	*	4	4	+200 IC
*	1/2/3	4	4	+500 IC
*	3	4	5	An Aegis Augment valuing no more than 1,500 IC (your choice)
1	*	2	2	You can reroll the "Departure: Remnant Technology" roll you've made for this upcoming Exodus
1/2/3	1/2	6	6	An Explosive from the "Celestial Special Weaponry" table even if the technology for this hasn't been unlocked
1/2/3	4	4	4	+1,000 IC
5/6	4	4	3	+2,000 IC
1	1	4	4	An Aegis Augment valuing no more than 2,500 IC (your choice)
4	4	4	4	+4,000 IC
1	2	3	4	You gain the "Fearless Traveler" feature
5	5	5	5	You gain the "Salvation" feature

Rolling on the Lucky Exodus Table

Roll 4d6 but don't add the results. Instead look at the Lucky Exodus table to see if your results match any of the patterns. You can reorder the dice however you need.

A result of * is a wildcard match and means that any result is a match.

Rerolls

If you've earned rerolls (generally gained by helping your anchor as described in the "Exodus: Anchors" section), then you can reroll one or more of the dice. You can also save rerolls for future departures.

Duplicates

If your roll would earn you multiple benefits, you select only one benefit to receive.

Special Results

Consult the following for details about any features you may have gained:

Fearless Traveler. Pick a saving throw that you don't have proficiency with. You now have proficiency with this saving throw and add your proficiency modifier in addition to the corresponding ability modifier when making this saving throw.

Salvation. At any moment you can spend this feature to negate the result of a roll made by you, another player, or the Game Master. When used, you declare what aspects of the result you want to keep and which to negate. Once used once, this feature is no longer usable. This feature could be used to negate a powerful enemy attack, or even a bad roll on the Major World Events table!

FUTURE HISTORY

History is constantly unfolding on your origin world and important events happen while you journey to other stars. The GM can roll on the Major World Events table after each Exodus, and at other moments when a significant amount of time has passed. The GM might also roll on this table for other worlds the characters are familiar with, after a suitable passage of time.

Each event from the table is described in more detail in the sections that follow.

Asteroid Strike

A massive asteroid impact has wreaked havoc. Hundreds of miles surrounding the location of the impact have been destroyed, with untold casualties and widespread environmental impacts.

Celebration

The world is gearing up for a massive celebration of a major cultural or historical event, such as the centennial celebration of the first human settlers to arrive.

THE GREAT FILTER

The Great Filter was a theory from old Earth that suggested there is a barrier to the continuous development of life, which was why humankind hadn't encountered beings of extraterrestrial origin. Terrible events are too likely to end most civilization's development prematurely. This theory was proposed to help explain the apparently unique rise of humankind.

All rolls on the Major World Events table that are 20 or less are considered Great Filter events and are likely to end in the destruction of the characters' homeworld without extraordinary efforts to avert them. If the GM needs to roll a Great Filter event, they use the Major World Events table but only roll 1d20.

The GM adds +1 to any roll on the Major World Events table for every Remnant the characters have dissected for research, regardless of the result of that research.

MAJOR WORLD EVENTS >>>>

10100	EVENT
1	Nature Rises
2	Asteroid Strike
3-4	Epidemic
5-8	Celestial Devastation
9-11	Remnant Disaster
12-13	Ecological Collapse
14-15	Massive Flood
16	Nuclear War
17-20	World War
21-25	Drought and Famine
26-28	Monstrous Infestation
29-32	War Brewing
33-36	Celestial Domination
37-39	Celestial Oppression
40-43	Celestial Cultural Assimilation
44-48	Home Nation (Conquered)
49-52	Totalitarian Rule
53-55	Terrorism Outbreak
56-58	Fascist Elected
59-60	Crime and Corruption
61-63	Universal Virtual Reality
64-67	Flourishing Space Program
68-70	New Resources
71-72	Increased Life Span
73-75	Exotic Zoo
76-78	Environmental Transformation
79-81	Religious Conversion
82-83	Elohim Visit world
84-87	Celestial Gifts
88-89	Celebration
90-91	World Athletic Event
92-94	Social Movement
95-97	Technology Revolution
98	World Peace
99+	New Eden World



Celestial Cultural Assimilation

The arrival of a powerful Celestial presence has fundamentally changed the culture and society of the formerly human world. A strong push towards the values of the Celestial society has virtually erased the unique aspects of the human society that once existed there.

Celestial Devastation

A nearby Celestial power now occupies the world. In addition to being under Celestial rule, humankind has been decimated by a prolonged effort to massacre the population.

Celestial Domination

A nearby Celestial power now occupies the world. They have targeted specific groups among humankind and are hauling millions off to worksites on other worlds as labor for Celestial projects. If nothing is done about this event and this result occurs again, use the Celestial Devastation result instead.

Celestial Gifts

An alliance with a nearby Celestial power has led to the widespread adoption of advanced Celestial technologies. Many feel these have improved the lives of native humans, others fear this is the first step in Celestial influence that will eventually subsume the human culture. If nothing is done about this event and this result occurs again, roll 1d6. On a result of 1-2, use the Celestial Oppression result instead, otherwise use the Celestial Cultural Assimilation event.

Celestial Oppression

A nearby Celestial power has imposed control over the world. They have introduced new laws and restrictions, severely limiting the rights and freedoms of the human population. If nothing is done about this event and this result occurs again, use the Celestial Domination result instead.

Crime and Corruption

A breakdown in the economy and law enforcement institutions has led to a massive rise in crime and corruption. Gangs and other criminal organizations are growing in power and threaten to seize control of the very machinery of government.

Drought and Famine

A devastating drought has crippled the world's food supply, leaving entire regions desperate and starving. Some organizations scramble to bring relief by transporting food to the afflicted areas, while others believe food and water must be hoarded and protected in case the ecological disaster spreads.

Ecological Collapse

Seemingly irreversible changes in the environment have laid waste to the agricultural heart of the world. Faced with widespread desertification and looming world-wide famine, some are calling for an evacuation of the world. Others believe there is still a chance to save the world, though it will require harsh sacrifices and restrictions across all levels of society.

Elohim Visit World

An unexpected visit from the mysterious and all-powerful Elohim has thrown the world into disarray. Some believe the visit is a blessing, others interpret it as a warning or curse. But the Elohim—as is often the case—offer more questions than answers.

Environmental Transformation

Through a combination of human-made and natural factors, the world has experienced a massive environmental transformation, such as the beginning or ending of a new ice age.

Epidemic

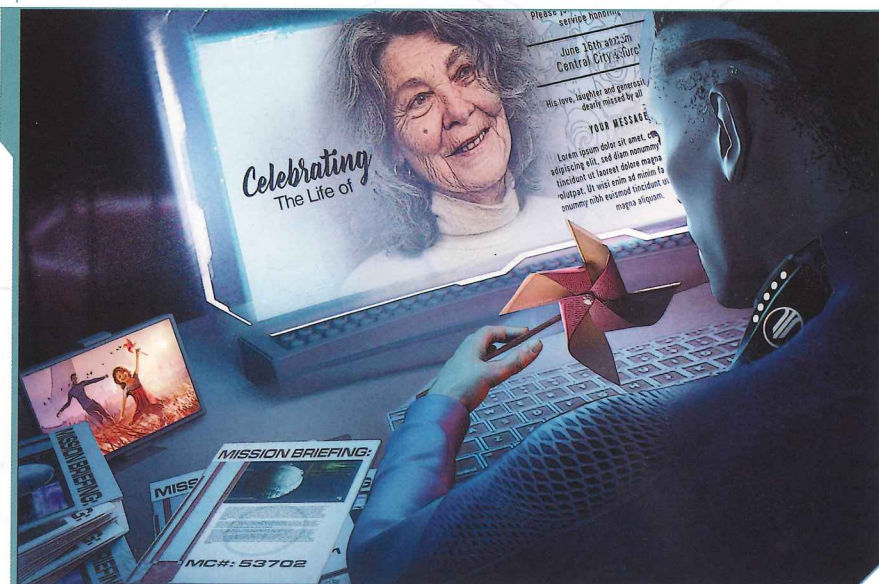
A deadly and highly-contagious disease has spread across the world. Millions or more have perished, many more are sick. Infrastructure has been overwhelmed and society is on the verge of collapse. Paranoia runs rampant as entire cities are forcibly quarantined in a desperate attempt to stop the spread.

Exotic Zoo

The world is now home to a massive exotic animal habitat. Species from distant worlds are housed for the enjoyment and education of the local population. Some feel the zoo is a boon to the world and others see it as a cruel animal prison. There is also the worry that one of the non-native species may accidentally be released with devastating consequences.

Fascist Elected

A charismatic authoritarian leader has come to power. Riding a populist wave, they threaten the democratic institutions of all the world's societies and use violent methods to consolidate and expand their power. A few bravely stand against this leader's rise, while others eagerly fall in line.



Flourishing Space Program

Humanity is making amazing progress exploring and colonizing other worlds in the system. The benefits are obvious, but the drawback is that this expansion might draw unwanted attention from nearby Celestial powers.

Home Nation (Conquered)

The nation you grew up in has been conquered by a rival and is now occupied by enemy forces. Citizens live under oppressive martial law as the conquerors attempt to break their spirit. In the shadows, a small but fierce group of freedom fighters work to bring down the new regime but face overwhelming odds.

Increased Life Span

Recent medical advances have effectively doubled the human life span. This has created unforeseen issues with over-population and society's inability to support the unbalanced demographics, as well as extreme shifts in cultural practices.

Massive Flood

Relentless rains caused critical dams to fail, resulting in a wall of water wiping out multiple major cities. Hundreds of thousands are dead, millions more are homeless. The scope of the disaster stretches the world's resources as authorities try to help refugees and reclaim or rebuild what has been washed away.

Monstrous Infestation

A widespread proliferation of a deadly species threatens to overrun the world. The species could be a native creature that has risen up because of unexpected circumstances, or an invasive species that was accidentally introduced.

Nature Rises

Efforts to tame the rugged wilds have failed spectacularly. Cities have been abandoned as they are overrun with fast-growing and aggressive flora and fauna. The world itself rebels against modern civilization.



New Eden World

The Elohim have brought a new Eden world into the system from deep space. The world is currently under quarantine, but there are some who believe humans should violate the quarantine to colonize and control the abundant resources on this new world. Others fear doing so will incur the wrath of the Elohim.

New Resources

A valuable resource has recently been discovered, resulting in a boomtown effect in one part of the world. Massive migrations of population to exploit the resource have resulted in inflation and cities overwhelmed by the rapid growth. Various organizations battle to control the resource, knowing the potential fortunes to be made.

Nuclear War

A brutal conflict amongst nuclear powers has devastated the world. Numerous cities have been levelled and most of the world is uninhabitable. Survivors scrape out a meager, harsh existence in the nuclear winter.

Religious Conversion

A major religious movement has spread across the world. The number of true believers grows rapidly, and many fear the societal consequences when this rising religion inevitably becomes the new majority.

Remnant Disaster

A disaster associated with Remnants afflicts the world. The Game Master determines the exact disaster, but it could range from an antimatter stellar event that vaporizes the world to a nanovirus that spreads and kills every living thing in a matter of weeks.

Social Movement

The world is in the midst of a major social or cultural change, such as a rising demand for Awakened rights or a Changeling-driven suffrage movement. People are split between those who believe change must come, and others who wish to cling to the status quo.



Technology Revolution

A massive change in its technological level, similar to the impact of the industrial revolution or the digital age, is drastically affecting society. While the advances promised are exciting, the costs and sacrifices necessary may extract a high toll on the population.

Terrorism Outbreak

A ruthless terrorist group has engaged in a prolonged campaign of bombings, sabotage, and violence against the civilian population in an effort to bring about the collapse of the ruling government.

Totalitarian Rule

A powerful nation has fallen under the control of a home-grown totalitarian leader. Brutal new laws seek to crush any opposition, and fearful citizens must decide whether to submit to the new order or risk everything to fight against oppression. Through a campaign of fear and lies, the government has enacted new laws allowing total surveillance of the population. Under the new system, those in power wield near absolute control and rapidly snuff out any flickers of resistance.

Universal Virtual Reality

The entire world's population is plugged into a virtual reality simulator. People spend more and more time in the virtual world, neglecting reality. This neglect could potentially lead to the breakdown of basic societal infrastructure and world-wide collapse.

War Brewing

Tensions between major powers are rapidly escalating. A sustained build-up of armies signals the readiness of all sides to engage in open conflict. Some officials race to find a diplomatic solution to head off the seemingly inevitable conflict, while others believe their side must strike first to ensure victory.

World Athletic Event

A specific region of the world (perhaps one important to the characters) has been chosen to host the next major world-wide sporting event. As the event nears, many are excited and embrace the economic boost, while others fear the cost and inconvenience the locals face.

World Peace

Through unprecedented diplomatic agreements and treaties, the world has achieved a state of harmonious existence. However, there are some who feel this golden age is fragile and will inevitably fall apart due to inherent flaws in human nature.

World War

The major powers of the world are in open, violent conflict with each other. The war has drawn virtually every nation and person into the conflict, with armies laying waste to cities and rural areas across the world. Nationalism is at its peak, and outsiders are considered likely spies. All parties involved are seeking an advantage, either by acquiring more allies (including off-worlders) or by wiping out potential enemies.



EXODUS: ANCHORS

When you return to your origin world, roll on the appropriate Time Dilation table for your anchor as described in the following sections. The events that arise from these rolls create roleplaying situations and future adventures.

Each table indicates in which Era its events are triggered, based on how many years have passed since you joined the Travelers. The number of years varies based on the anchor chosen (track this time on your character sheet). The Game Master can use the “Anchor Impacts” section to help incorporate these

events into the campaign. They might lead to a mission you must undertake while on your origin world, opportunities to gather intel on new objectives, or simply a chance to reconnect with your anchor. You should work with the Game Master to craft a meaningful story that responds appropriately to these events.

Best Friend

You have known each other since childhood and have stood by each other through thick and thin. And even though you now walk different paths, you will always remain close.

TIME DILATION: BEST FRIEND >>>>

1020	YEARS 0-9	YEARS 10-30*	YEARS 31+
1	Medical Issue (Serious)	Self-Destruction	Murdered
2-3	Accident	Accident	Passed Away
4-5	Job Loss	Financial Drama	Advanced Age
6-7	Personal Loss	Personal Loss	Death of Spouse
8-11	Promotion	Career Change	Retirement
12-14	Romance	Family (Happily Married)	Golden Years
15-17	Romance (Complication)	Family (Drama)	Grandchildren
18-19	Romance (Wedding)	Family (Child is Born)	Vital Health
20	Romance (Marriage)	Family (Raising Children)	Joined the Travelers

* If they haven't already, prior to your first roll on the Years 10-30 column, your best friend has married the love of their life but may face challenges to maintain a strong and healthy relationship.

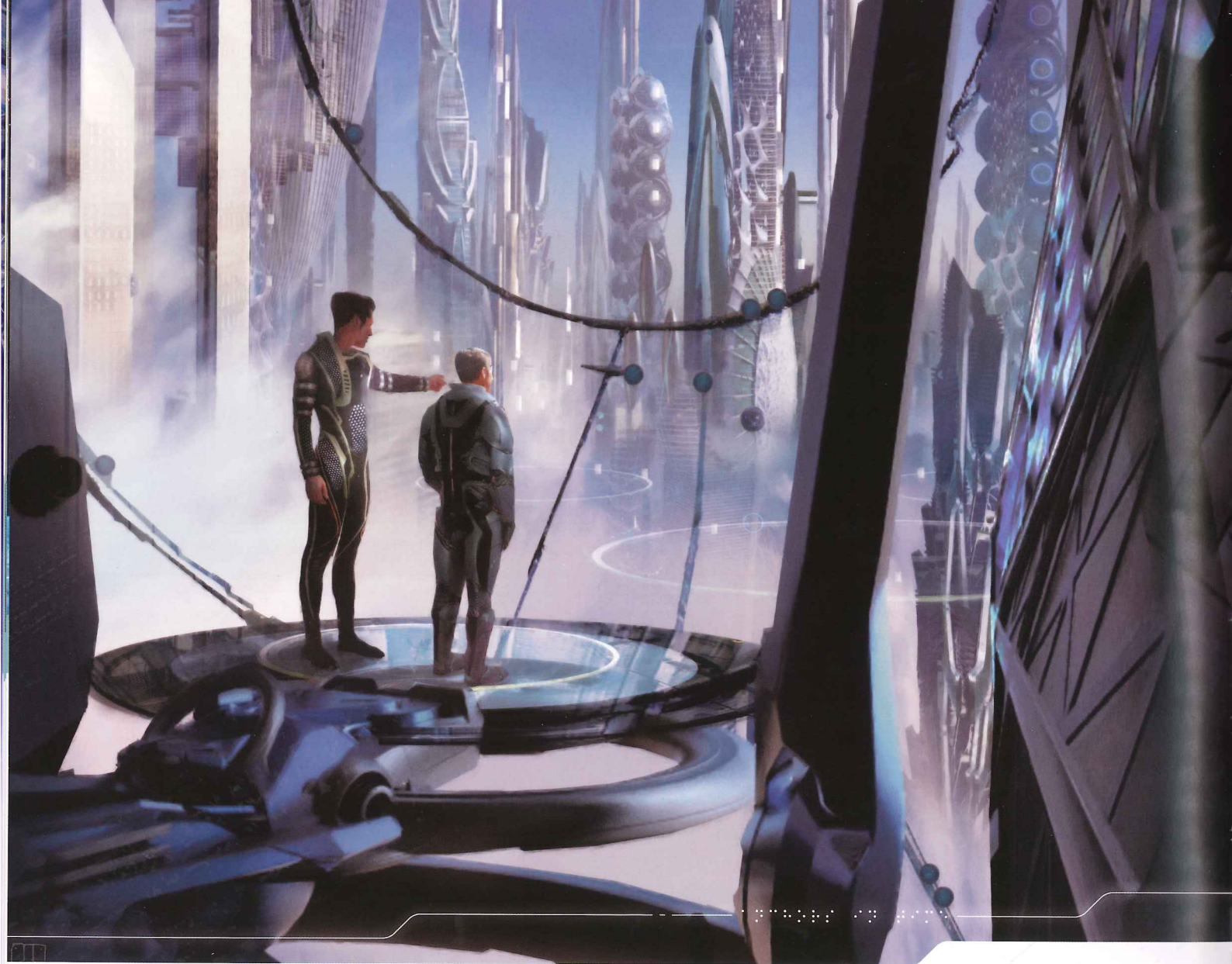


Child

You have raised your child by yourself for several years; nothing is more important to you. But when the Travelers offered you a place with them, you knew you had to accept the call. You must leave your child behind with a trusted caretaker as they begin schooling, knowing it is the only way to secure a better future for them.

TIME DILATION: CHILD >>>>

1020	YEARS 0-9	YEARS 10-30	YEARS 31+
1	Medical Issue (Serious)	Self-Destruction	Murdered
2-3	Accident	Alienation	Passed Away
4-5	School Trouble	Death of Friend	Advanced Age
6-7	Ran Away	Romance (Wedding)	Death of Spouse
8-11	Award	Career Change	Retirement (Bored)
12-14	In School	Romance	Golden Years
15-17	Romance	Romance (Marriage)	Grandchildren (Marriage)
18-19	Romance (Complication)	Grandchild is Born	Vital Health
20	Gifted	Family Life	Joined the Travelers

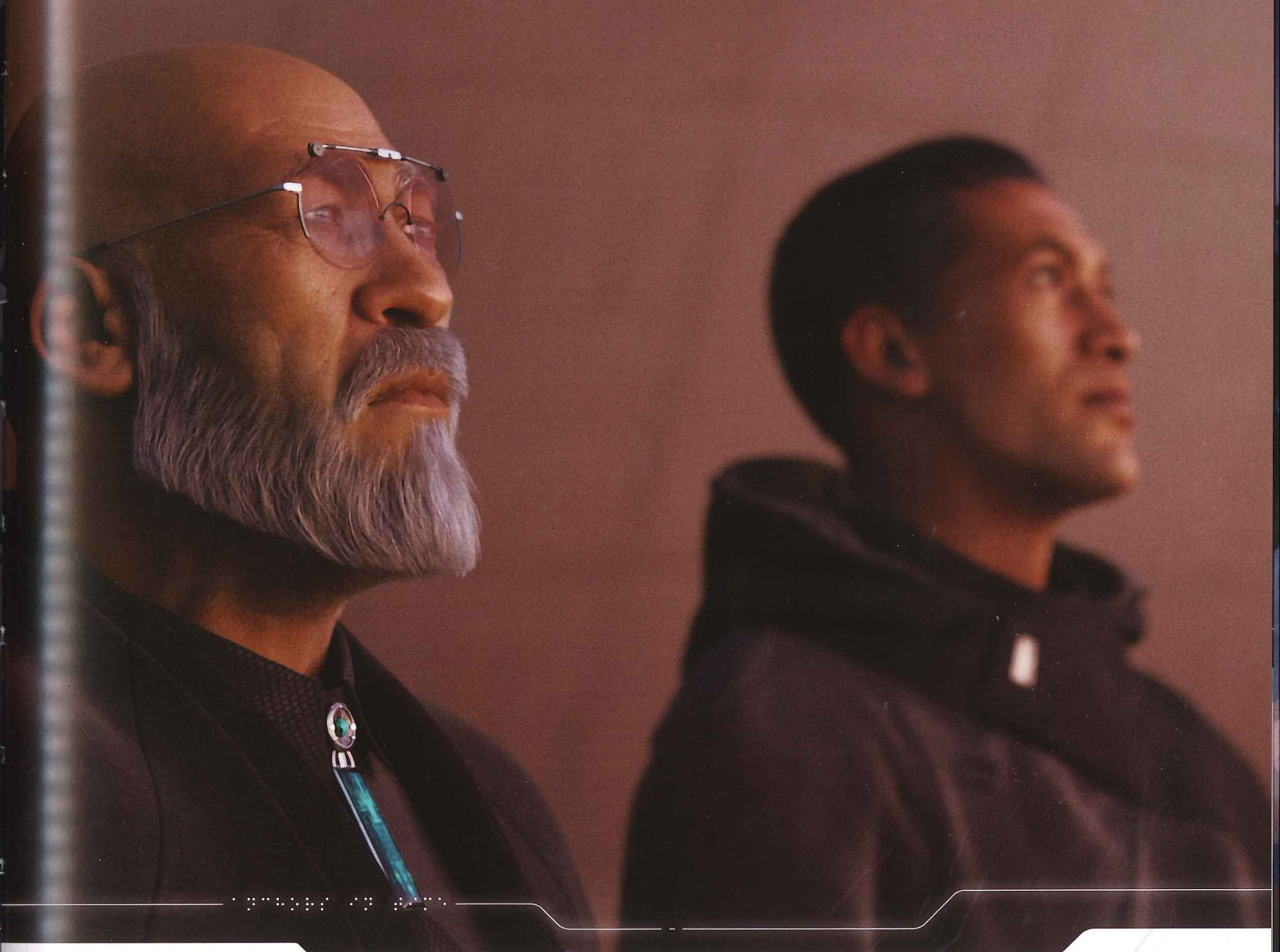


Mentor

You wouldn't be the person you are today without the teaching and support of your mentor. They saw something special in you as a youth, then carefully fostered and nurtured it. You can't imagine what you would be without your mentor's influence, and you will be eternally grateful for their guidance and advice.

TIME DILATION: MENTOR >>>>

1020	YEARS 0-30	YEARS 31+
1	Medical Issue (Serious)	Murdered
2	Accident	Passed Away
3	Self-Destruction	Advanced Age
4	Personal Loss	Death of Student
5-6	New Opportunity	Retirement
7-8	Financial Drama	Crisis of Faith
9-11	New Protégé	Medical Issue (Minor)
12	Crisis of Faith	New Protégé
13-15	Career Milestone	Golden Years
16-17	Toxic Rival	Milestone Celebration
18-19	Career Satisfaction	Vital Health
20	Joined the Travelers	Joined the Travelers

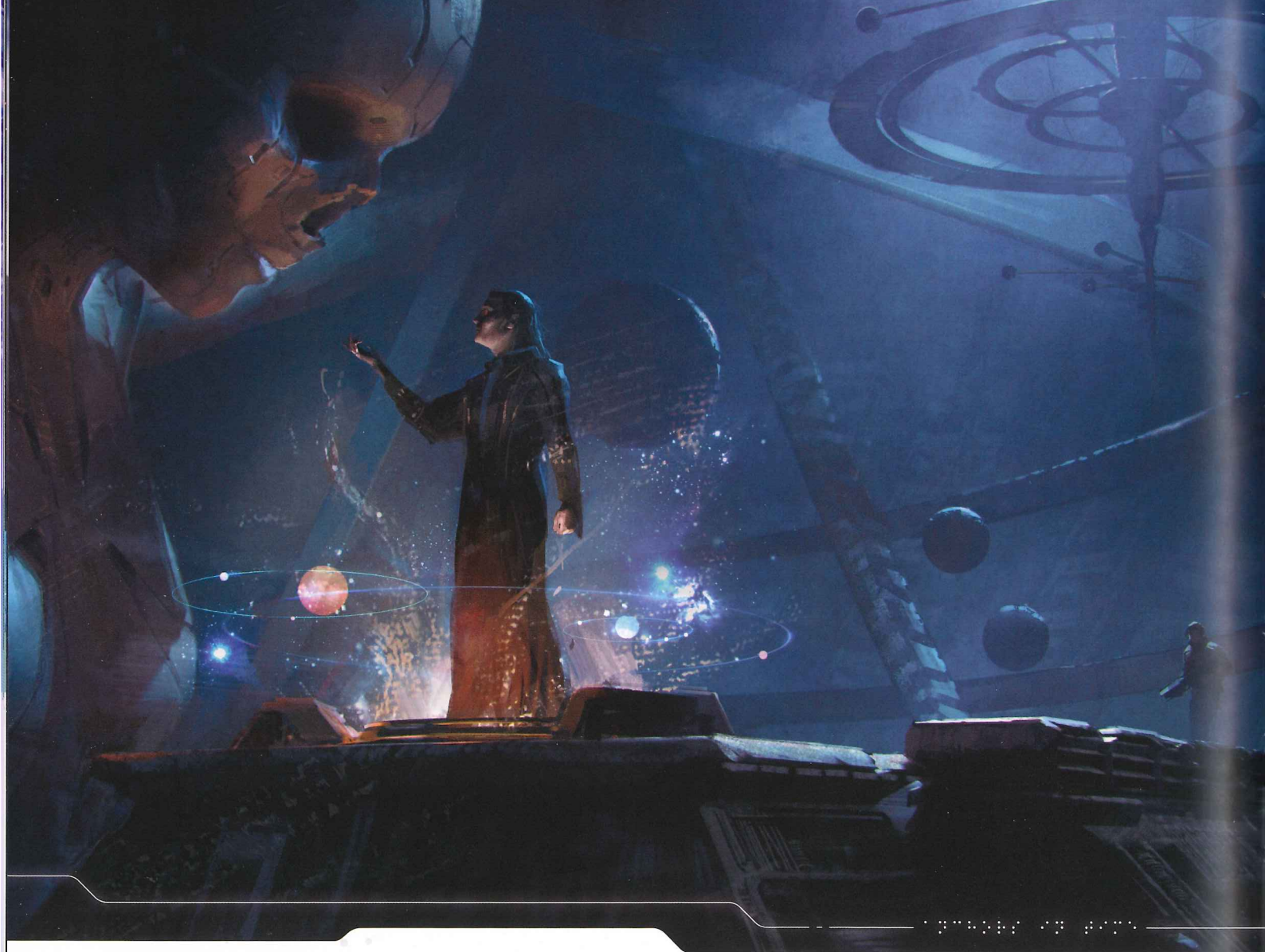


TIME DILATION: PARENT >>>>

1020	YEARS 0-30	YEARS 31+
1	Medical Issue (Serious)	Murdered
2	Accident	Passed Away
3	Self-Destruction	Advanced Age
4	Personal Loss	Advanced Age
5-6	New Career	Death of Spouse
7-8	Family Celebration	Retirement
9-11	New Pet	Golden Years
12	Financial Drama	Golden Years
13-14	Romance	Family Celebration
15	Romance (Complication)	Loss of a Pet
16-17	Loss of a Pet	Medical Issue (Minor)
18-19	Romance (Wedding)	Vital Health
20	Romance (Marriage)	Joined the Travelers

Parent

You were raised by a single parent; the two of you are very close. You understand the sacrifices they made for you growing up and you know the long absences your work with the Travelers requires will be hard on them. But you also know they are proud of you and what you are doing.

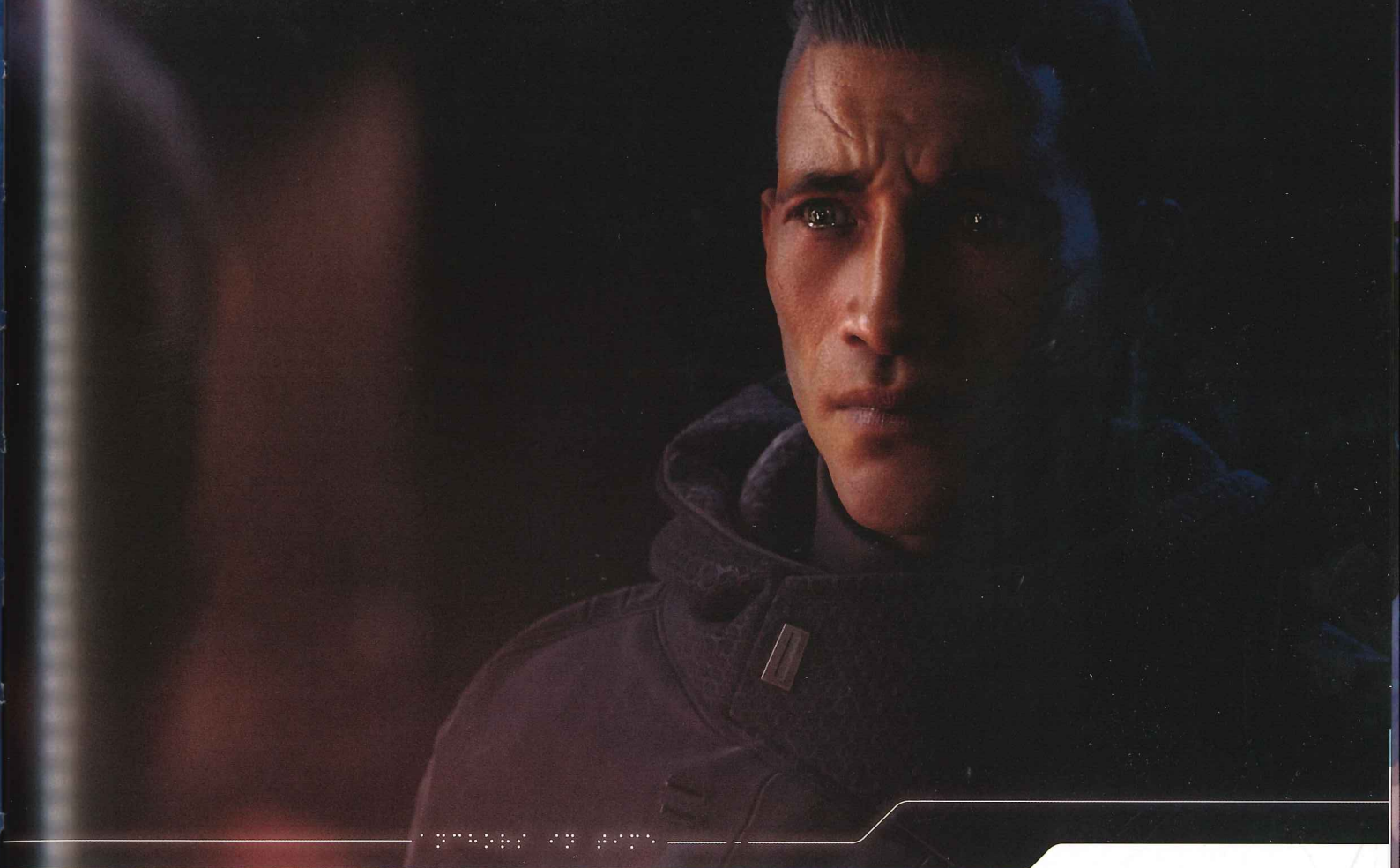


Sibling

Despite being born only a few years apart, you and your sibling have very different personalities. Growing up, sibling rivalry was very real, and you often fought and argued. But you also watched over and cared for each other. Now you have joined the Travelers, but the special bond you share with your sibling remains as strong as ever.

TIME DILATION: SIBLING >>>>

1020	YEARS 0-9	YEARS 10-30	YEARS 31+
1	Medical Issue (Serious)	Self-Destruction	Murdered
2-3	Accident	Accident	Passed Away
4-5	Job Loss	Financial Drama	Advanced Age
6-7	Personal Loss	Personal Loss	Death of Spouse
8-11	Promotion	Career Change	Retirement
12-14	Romance	Family (Happily Married)	Golden Years
15-17	Romance (Complication)	Family (Drama)	Grandchildren
18-19	Romance (Wedding)	Family (Child is Born)	Vital Health
20	Romance (Marriage)	Family (Raising Children)	Joined the Travelers



Spouse/Partner

When you found the love of your life, you never imagined you could be separated. But your partner understands you must answer the call of the Travelers, even if it means years may pass between the times you see each other. You both vow to cherish the times you have together, and to remain true to each other despite the distance between you.

TIME DILATION: SPOUSE/PARTNER >>>>

1020	YEARS 0-30	YEARS 31+
1	Medical Issue (Serious)	Murdered
2	Accident	Passed Away
3	Job Loss	Advanced Age
4	Personal Loss	Advanced Age
5-6	Promotion	Retirement
7-8	Family Celebration	Lack of Purpose
9-11	Adopt a Pet	Golden Years
12	Self-Destruction	Golden Years
13	Relationship Complication	Relationship Complication
14-17	Solid Family	Medical Issue (Minor)
18-19	Loss of a Pet	Vital Health
20	Joined the Travelers	Joined the Travelers

ANCHOR VARIANT: FAMILY

The two most important people in your world are your spouse and your child. They are why you joined the Travelers—to create a better future for them. And even though you are separated from them for long stretches, it is a sacrifice you must make.

When rolling, roll on both the Child and the Spouse/Partner tables, rerolling contradictory results. If your child joins the Travelers, thereafter you roll only on the Spouse/Partner table going forward. Likewise, if your spouse joins the Travelers, you roll on the Child table only.

ANCHOR IMPACTS

The tables in previous sections list events that can occur to the people that a returning Traveler cares about. This section provides details to help you and the Game Master integrate these events with the overarching story.

Most anchors are kept happy when you dedicate downtime to them as described in each of the following events. A day of downtime costs you 10 IC in addition to any potential time delay to upcoming missions. If your anchor is happy, you get an additional reroll on the Lucky Exodus table when you depart.

Accident

Your anchor was in an accident; you need to visit them in the hospital. You must spend 7 days of downtime with your anchor to keep them happy.

Adopt a Pet

Your anchor wants a new pet for companionship while you are away and would like you to help choose an animal for adoption. You must spend 3 days of downtime with your anchor and help them select a pet, to keep them happy.

Advanced Age

Your anchor is in the final stages of their life, but they are ready to accept the end. They are glad to see you one last time. All future rolls are made on the Advanced Anchors table and if you spend some time with your anchor before they pass, you get to make two rolls on that table and select the result you want when you return from your next Exodus.

Alienation

Because of your absences as they grew up, your anchor feels distant and alienated from you. You must spend 20 days of downtime with your anchor to keep them happy. If you don't do this, and your anchor was previously unhappy, you lose your anchor, and all future rolls are made on the Advanced Anchors table.

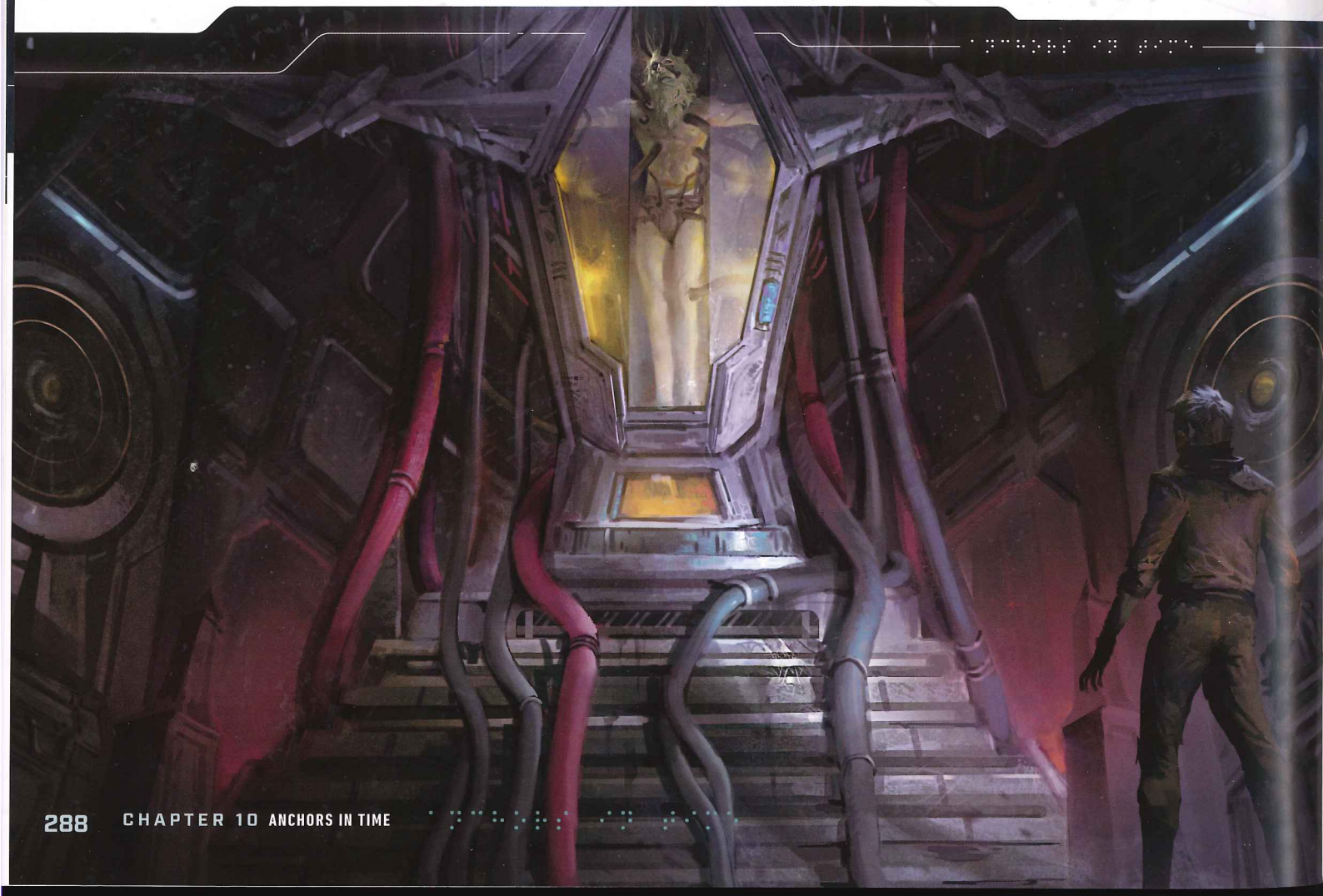
Award

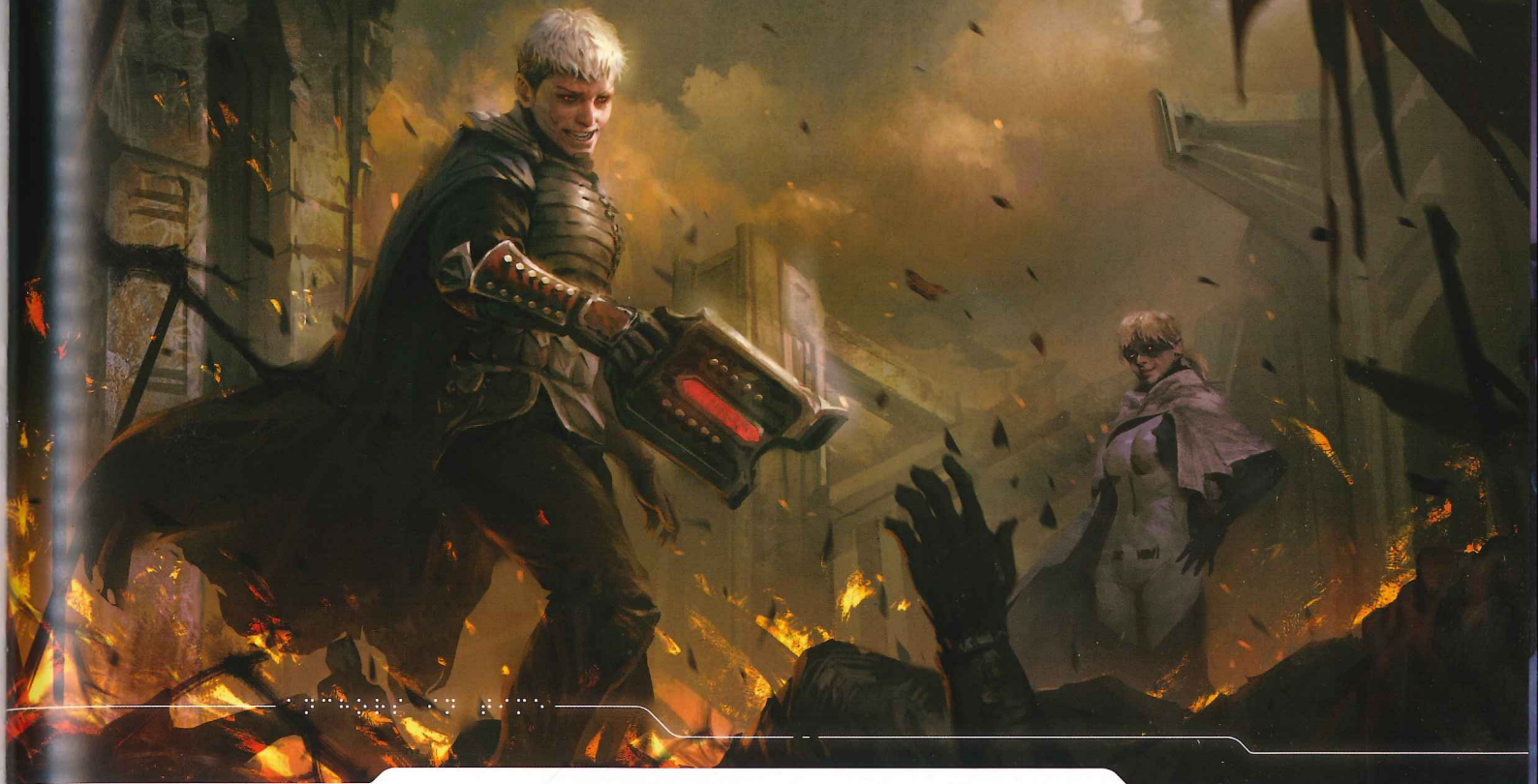
Your anchor is receiving an important award for academics, athletics, or a special project. They want you to attend the ceremony with them. You must spend 2 days of downtime with your anchor to keep them happy.

Career Change

Your anchor has switched over to a career that they are passionate about. They are happy.

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Career Milestone

Your anchor is being recognized for an accomplishment or milestone. They invite you to attend the ceremony. You must spend a day of downtime with your anchor to keep them happy.

Career Satisfaction

Your anchor is happy and confident with their work.

Crisis of Faith

Your anchor has experienced a major setback—a protégé or student they feel they let down or a significant or very public failure—and they are questioning everything they believe in. You must spend 20 days of downtime with your anchor to keep them happy.

Death of Friend

A close friend or caretaker of your anchor has passed away unexpectedly. This person filled your role in your anchor's life while you were on Exodus. You must spend 3 days of downtime to attend the funeral and to keep your anchor happy.



Death of Spouse

You discover your anchor's spouse has passed away, and they are struggling with the grief. You must spend 3 days of downtime with your anchor to keep them happy.

Death of Student

Another of your mentor's proteges recently passed away. You must spend 3 days of downtime with your anchor to keep them happy.

Family Celebration

A relative is celebrating a joyous event (a marriage or the birth of a child) and your anchor would like you to be there for the celebration. You must spend a day of downtime with your anchor to keep them happy.



Family (Child is Born)

Your anchor is celebrating the birth or adoption of a child and wants you to be the godparent. All future Family rolls on the table for years 10-30 are considered Family (Raising Children). Your anchor remains happy if you accept the honor.

Family (Drama)

Your anchor's marriage has become strained. You must spend 3 days of downtime with your anchor to keep them happy.

Family (Happily Married)

Your anchor is enjoying marriage with their partner and is celebrating an anniversary; they would love for you to attend.

Family (Raising Children)

Your anchor has a happy and contented life raising their children with their spouse at their side.

All future Family rolls on the table for years 10-30 are considered Family (Raising Children).

Family Life

Your anchor, their spouse, and all other members of their family are doing well.

Financial Drama

Your anchor has lost their job and is worried about the future. Your anchor remains unhappy unless you loan them IC equivalent to your Constellation Level $\times 100$.

Gifted

Your anchor has been accepted into a prestigious school or athletic training program. They want to celebrate the good news with you. You must spend a day of downtime with your anchor to keep them happy.

Golden Years

Your anchor is living out their golden years, surrounded by family and friends. They are happy.

Grandchild is Born

Your anchor is celebrating the birth or adoption of a child—your grandchild. You must spend 2d12 days of downtime with your anchor to keep them happy.

Grandchildren

Your anchor has a grandchild about to be born. You must spend 1d12 days of downtime with your anchor to keep them happy.

Grandchildren (Marriage)

Your anchor is celebrating the marriage of their own children—your grandchildren. You must spend 3 days of downtime with your anchor to keep them happy.

In School

Your anchor is doing well in general, with most of their time being spent on school, friends, and other youthful pastimes. They are happy.

Job Loss

Your anchor was fired from their career. They need you to console them. You must spend 3 days of downtime with your anchor to keep them happy.

Joined the Travelers

Your anchor has been invited to join the Travelers. Though not always assigned to the same missions or crew, they will now be part of your life for many years to come.

Lack of Purpose

Your anchor is struggling with what they want to do with the rest of their life. You must spend 3 days of downtime with your anchor to keep them happy.

Loss of a Pet

Your anchor is grieving the recent loss of a beloved pet. You must spend 3 days of downtime with your anchor to keep them happy.

Medical Issue (Minor)

Your anchor is afflicted with an illness or malady. You must find treatments, medicines, or therapies to alleviate their condition and restore their health. You must spend 7 days of downtime with your anchor to keep them happy.

Medical Issue (Serious)

Your anchor has contracted a rare fatal disease. Without Celestial medicine, there is no chance of survival. If you can't give them 2,500 IC to purchase the needed medicine, you lose your anchor when you return from your next Exodus. If you've obtained the Pharmaceutical Tattoo technology (see the *Exodus Encyclopedia*) you don't need to pay this amount.

If you lose your anchor all future rolls will be on the Advanced Anchors table.

Milestone Celebration

Your anchor is celebrating the anniversary of a significant achievement and would like you to join. You must spend a day of downtime to attend the anniversary to keep them happy.



MURDER AND RIVALRY

Some of these impacts, especially "Murdered" and "Toxic Rival", require additional work by the Game Master to craft custom adventures. If this doesn't work with the current campaign objectives, the Game Master should direct you to reroll, or select a specific option instead.

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Murdered

You learn that your anchor was murdered by a villain or enemy organization. All future rolls will be on the Advanced Anchors table. After you have avenged their death, you get to select the result you want the next time you roll on the Advanced Anchors table, and you get an additional Lucky Exodus roll before your next departure.

New Career

Your anchor is starting a new career, and they are excited to celebrate it with you. They are happy.

New Opportunity

Your anchor has an exciting new career or project that they are embarking on, and they are happy to share it with you. You must spend a day of downtime with your anchor to keep them happy.

New Pet

Your anchor has adopted a new pet and wants you to meet them. You must spend a day of downtime with your anchor to keep them happy.

New Protégé

Your anchor has a promising new protégé or apprentice and would like you to meet with them to help inspire them. You must spend a day of downtime with your anchor to keep them happy.

Passed Away

You discover your anchor has died. You honor them one last time, knowing they lived a good and happy life. All future rolls will be on the Advanced Anchors table.

Personal Loss

A close friend or family member of your anchor passed away (if your anchor is your sibling, you may also feel the loss, but your sibling is significantly more affected by the grief). You must spend 2 days of downtime preparing for and attending the funeral to keep your anchor happy.

Promotion

Your anchor received a promotion in their career. They want to celebrate with you. You must spend a day of downtime with your anchor to keep them happy.

Ran Away

Your anchor has run away from their caretaker after being disciplined for bad behavior. You must find where they have gone, bring them back, and make them understand they need to listen to their caretaker. You must spend 3d12 days of downtime tracking them down and helping them get along better with their caretaker. You lose your anchor if you don't find them, and all future rolls will be on the Advanced Anchors table.

If you spend this time with them, you get to make two rolls on the appropriate Time Dilation table the next time you return from Exodus. Select which of the two results you want.

Relationship Complication

Your anchor is struggling with your prolonged absences and has sunk into a deep depression. You must spend 3d12 days of downtime with them to figure out a way to help them cope with their issues and to strengthen your relationship. You lose your anchor if you don't. If this happens, all future rolls will be on the Advanced Anchors table.

If you spend this time with them, you get to make three rolls on the appropriate Time Dilation table the next time you return from Exodus. Select which of the three results you want.

Retirement

Your anchor is too old to continue working and has retired. They are only scraping by and depend financially on their family to support them. They become unhappy unless you can give them 1,000 IC to help make ends meet. If you previously rolled this result and gave them the ICs, the next time you roll this result, they are happy and don't need additional financial assistance.

Retirement (Bored)

Your anchor has retired but is now bored and restless. They are falling into a depression. To keep them happy, you must spend 7 days of downtime with your anchor helping them find more enjoyable ways to spend their free time.



ADVANCED ANCHORS

After your anchor passes away, or you lose them in some other way, you make future rolls on the Advanced Anchors table each time you return from Exodus. The columns represent the number of years that have passed since you lost your anchor.

You earn extra Lucky Exodus rolls as specified in the following descriptions.

Anchor Memorial

You are asked to speak at the unveiling of a new memorial dedicated to your anchor, who is now deceased, even if they weren't previously. If you spend a day of downtime doing this, you receive one extra Lucky Exodus roll on your next Exodus.

Biography

A prominent writer wants to be the one to tell your story. After you spend 30 days of downtime (doesn't have to be consecutive) the writer crafts an amazing biography and you receive an additional Lucky Exodus roll on your next Exodus.

Movie

Your story is made for screens of all sizes. A movie producer wants to option your story. If you spend 7 days of downtime working out the details with them, you earn 2,000 IC and an additional Lucky Exodus roll on your next Exodus.

ADVANCED ANCHORS >>>>

1020	YEARS 0-30 [AA]	YEARS 31-100 [AA]	YEARS 101+ [AA]
1-7	Nothing	Anchor Memorial	Biography
8-12	Anchor Memorial	Pop Culture Icon	Pop Culture Icon
13-16	Pop Culture Icon	Namesake	Movie
17-18	Namesake	Biography	Museum Exhibit
19-20	New Anchor	New Anchor	New Anchor

Museum Exhibit

Details about your life and accomplishments, including any past anchors, are on display at a museum on your world. You earn an additional Lucky Exodus roll on your next Exodus.

Namesake

A new school, hospital, or sports arena is named after you.

New Anchor

You can select a new anchor from the following options or work with your Game Master to develop a new one:

Best Friend. This might be an adult descendent of your best friend or someone else close to you. This could be somebody who went on Exodus and has returned.

Child. This child might be your grandchild or an adopted ward.

Sibling. A long-lost sibling may have returned from Exodus, or your nephew or niece are now an adult.

Spouse. You may have met someone and started a new romance.

If you don't want a new anchor, you can select any other option from the table instead.

Pop Culture Icon

Your voice and face appear everywhere in media. You are a celebrity Traveler, and your influence only continues to grow. You receive +2 extra Lucky Exodus rolls when you set off on your next Exodus.



GLOSSARY



Aegis Suits

Advanced Extravehicular and Ground Incursion Suit.

Archon

Highly placed and powerful Celestial.

Arkship

These starships, powered by entropy drives, traveled from Earth to spread humankind across the Cluster.

Awakened

Early humans had already begun modifying animals to fulfill niche roles in Earth's deteriorating environment. Several of these species have developed even further and are an integral part of society.

Celestial

A catch-all term, that modern humans use to refer to the powerful beings they discovered when they arrived in the Cluster on their arkships.

Centauri Cluster

The center of the known universe.

Changeling

These creatures are the result of Celestial tinkering and are usually built to fulfill specialized roles, often in environments dangerous to their Celestial creators.

Construct

A generic term that applies to automated machines built by humans and the more powerful automatons created by Celestials, such as ghosts.

Constellation

An elaborate tattoo that Travelers use to store data and maps (and to hide such information from prying eyes).

Convocation

Approximately every 25 years, all members of a Dynasty meet to share news, technology, and make plans for the future.

Dominion

Humans describe Celestial territory and the shared beliefs and practices of a particular type of Celestial, as a Dominion.

Dynasty

An organization created by a Traveler to manage business on their homeworld while they are away on Exodus.

Elohim

These mysterious beings crafted the Gates of Heaven and the pathways these Gates connect. Celestials (and sometimes, humans) use these Gates to travel swiftly across the Cluster.

Exodus

Traveling across the stars comes with a price ... time. When humans leave their origin worlds behind to travel the Elohim's Pathways, they suffer the effects of time dilation. While only a few days pass for the Traveler, years, even decades, pass for friends and families left behind.

Ghost

These Constructs were used in ancient Celestial civilizations and still defend abandoned ruins.

Nexus

A star system that serves as a central hub of power.

Roleplaying Game (RPG)

A roleplaying game, such as the EXODUS ROLEPLAYING GAME, is one in which each player's imagination, ingenuity, and use of the core rules, lets all players participate in a shared story.

Stat Block

A stat block contains the game statistics for a creature. There are example stat blocks in the *Traveler's Handbook*, with many more in the *Exodus Encyclopedia*.

Traveler

Some humans understand that the only way to survive in the Cluster, is to find, decipher, and harness the advanced technologies left behind by long-past Celestial Dominions. They become Travelers, and many establish Dynasties on their origin worlds.

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TRAVELER PROFILE

NAME

ORIGIN

ARCHETYPE

AGE (Biological/
Years Since Birth)

HOMEWORLD

CLASS

CONSTELLATION
LEVEL/XP

ARMOR CLASS

ARMOR WORN

HIT POINTS

CURRENT

TEMP

HIT DICE

SPENT

DEATH SAVES

SUCCESSSES

FAILURES

Max

Max

PROFICIENCY BONUS

STRENGTH

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

DEXTERITY

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Piloting

☐ Stealth

CONSTITUTION

MODIFIER

SCORE

☐ Saving Throw

INTELLIGENCE

MODIFIER

SCORE

☐ Saving Throw

☐ Astronautics

☐ Botany

☐ Culture

☐ Electronics

☐ Genetics

☐ History

☐ Zoology

WISDOM

MODIFIER

SCORE

☐ Saving Throw

☐ Insight

☐ Mechanics

☐ Medicine

☐ Perception

☐ Streetwise

CHARISMA

MODIFIER

SCORE

☐ Saving Throw

☐ Deception

☐ Persuasion

INITIATIVE

SPEED

SIZE

PASSIVE PERCEPTION

AEGIS AUGMENTS

Name	Slot	Notes

WEAPONS + ATTACKS

Name	Atk Bonus/DC	Damage & Type	Notes

CLASS FEATURES

EQUIPMENT PROFICIENCIES

WEAPONS

ARMOR

TOOLS + OTHER TRAINING

XXXXXXXXXX

TREASURY

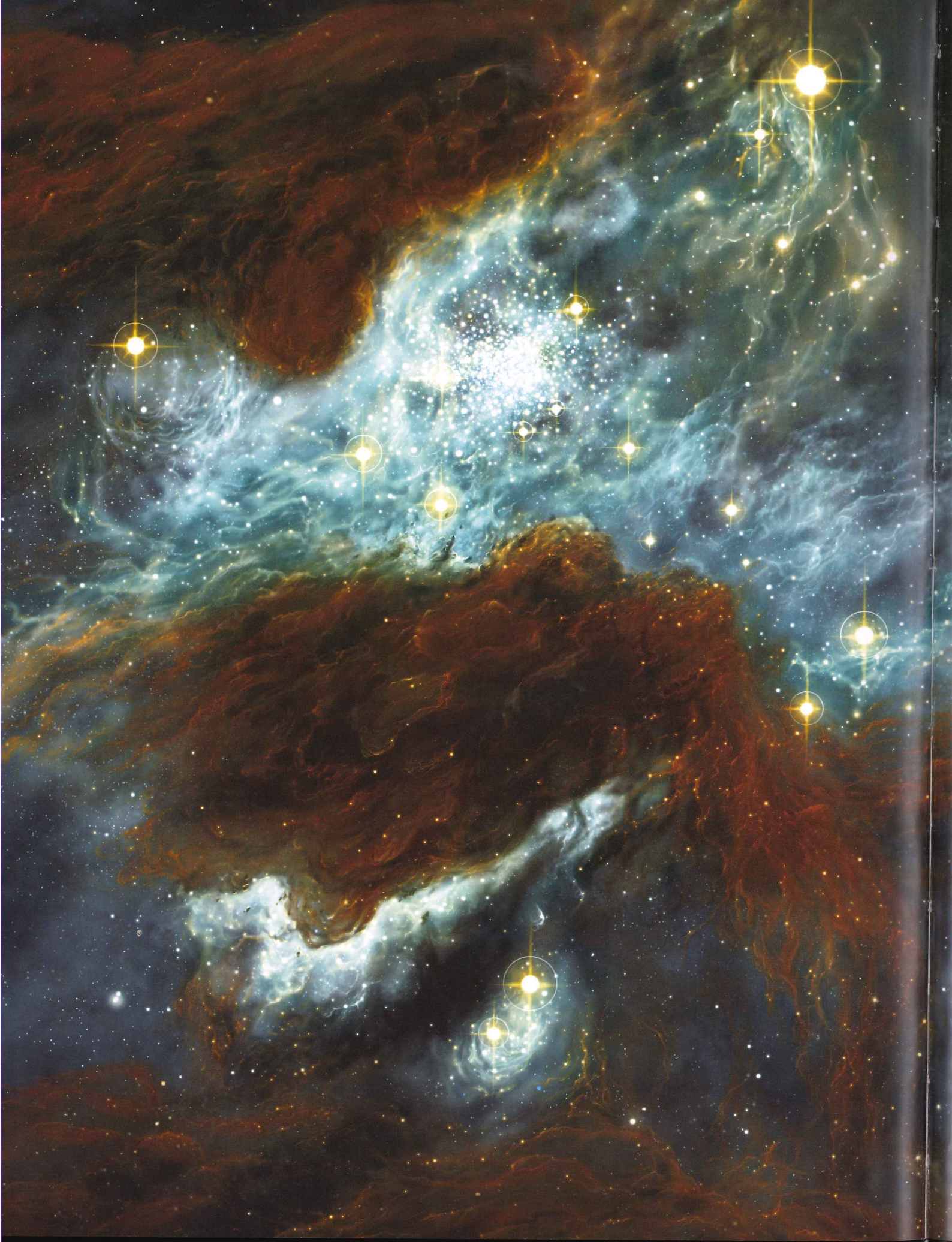
Remnant Save DC

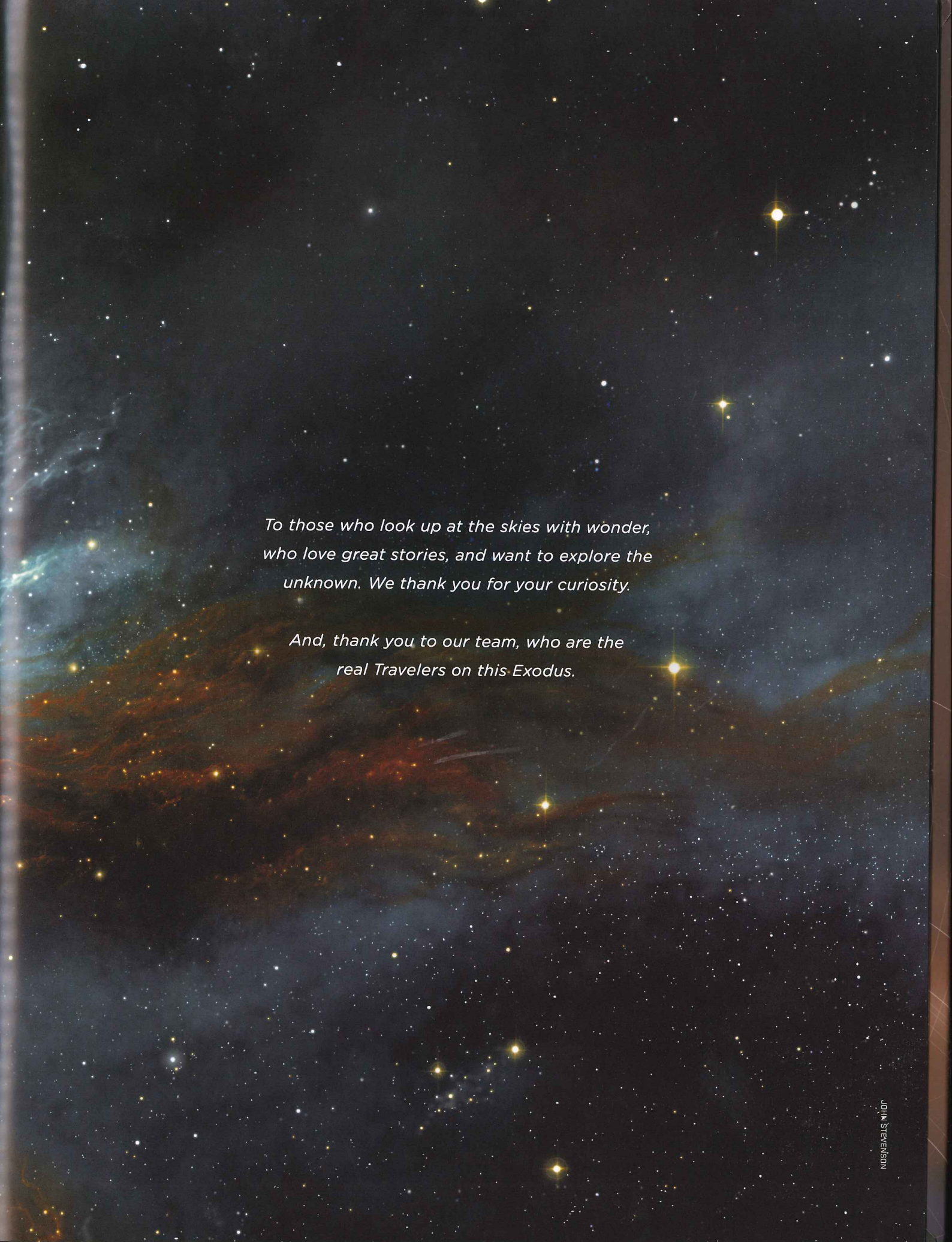
Remnant Attack Bonus

LEADER

DETAILS + BENEFITS

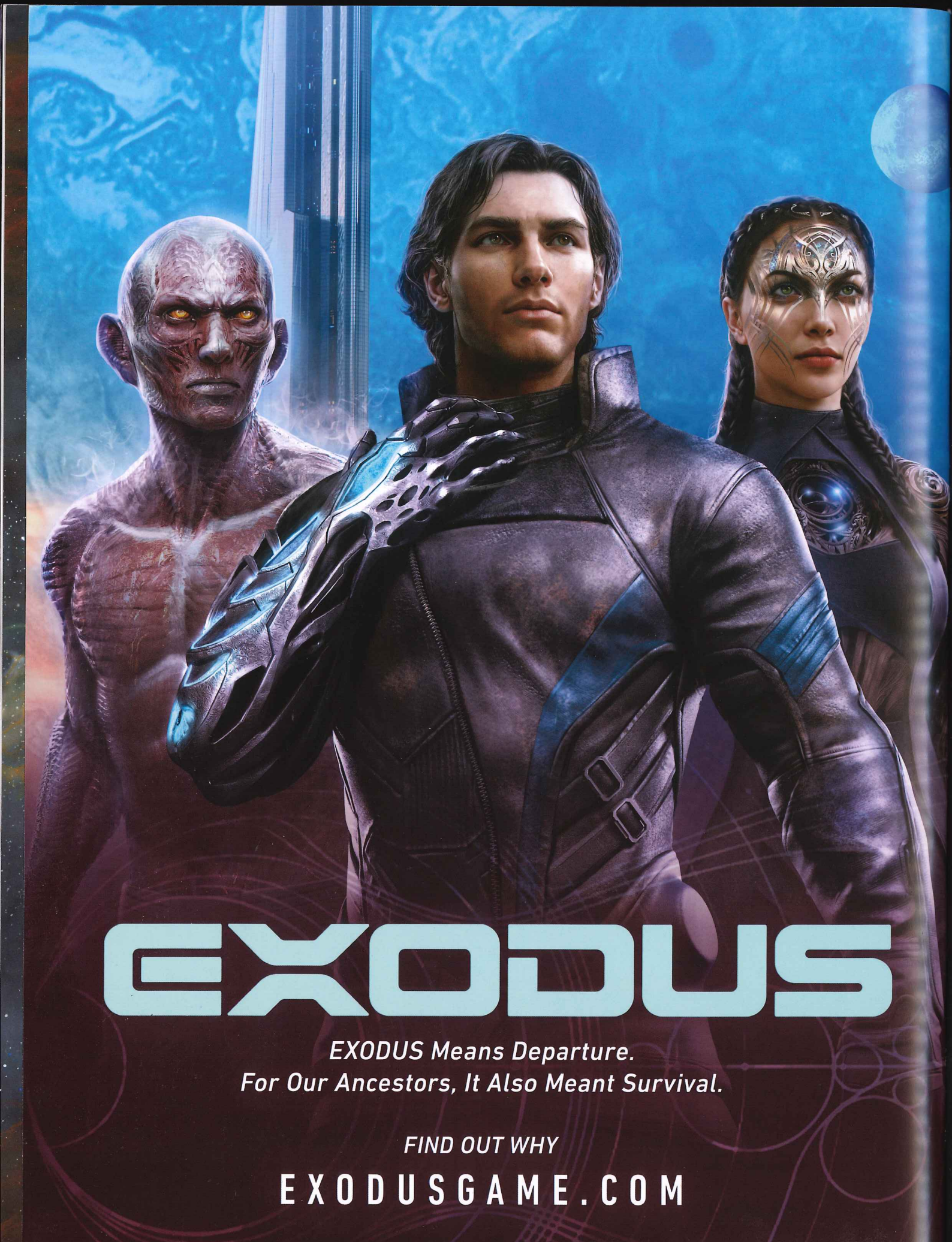
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*To those who look up at the skies with wonder,
who love great stories, and want to explore the
unknown. We thank you for your curiosity.*

*And, thank you to our team, who are the
real Travelers on this Exodus.*



EXODUS

*EXODUS Means Departure.
For Our Ancestors, It Also Meant Survival.*

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B E C O M E T H E T R A V E L E R

40,000 years ago, humanity constructed a fleet of arkships and fled the dying Earth. Traveling near lightspeed, these ships were capable of crossing vast distances within the span of just a few generations. They sought only one thing: to find a new home among the stars.

Many of these ships were lost in the void of space, but the fortunate few discovered habitable worlds in the Centauri Cluster. Over the course of 25,000 years, these human settlers have flourished and evolved into thousands of alien cultures and advanced civilizations. They are known as the Celestials.

But lost arkships carrying humans from the 23rd century continue to arrive in the Cluster even now. Upon arrival, the passengers of these ships are assigned protected worlds, where they take shelter from a universe that has long since left them behind. They are relics of a bygone age, living in the shadow of their own legacy. They have no future.

In the scheme of history, they will almost certainly be forgotten.

Use this book to build your character and explore the world of EXODUS on the path to becoming a Traveler.

A companion to the EXODUS *Encyclopedia* and EXODUS *Chronicles of Melayu*.



E X O D U S G A M E . C O M



ARCHETYPE
ENTERTAINMENT